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vet-to storm the evil of Doom and rescue the

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Fratures

- 4R FANTASY
- 54 POLICE OUEST
- **67 THE GAMES MACHINES** 100 PHOTON COMPETITION
- 110 ST NEWS
- 11R FRAME UP!
- 11B BARBARIANS COMPETITION RESULTS
- 124 FANTASY ISLAND

News & Reviews

- 16 REVIEWS: GAME OF THE MONTH: ROAD RUNNER, C+VG HITS: Battleship and Star Paws, Other games reviewed are Game Over. Centurion, Traxxion, Catch 23, Pirales of the Barbary Coast and Scary Monsters
- 51 THE RIG SCREEN
- 63 IDEAS CENTRAL
- **R5 ADVENTURE NEWS**
- RR RIGEL'S REVENGE
- 91 AUVENTURE HELPLINE
- 92 ADVENTURE ROUND-UP
- 94 ADVENTURE REVIEWS 97 THE FIEND
- 103 ROCKONI
- 112 NEXT MONTH
- 117 BATTLESHIPS COMPETITION
- 121 PLAY BY MAIL
- 12B FANTASY ISLAND
- 130 ARCADE ACTION 136 PREVIEWS
- 140 MAILBAG
- 146 TONY TAKOUSHI



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FANTASY ISLAND/P128



SWAMP THING/PAR



AH!! IT'S KNIGHT ORC/P94







PIRATES/P21





POLICE QUEST/P54





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FILMS/P51



and Amiga reviews. We'll be bringing you a well wicked 24-ance supplement packed full of the



SEGA COMPETITION/P74



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Contents-

JAPAN has a word for the



MITE You we get to knop RD B's gyroscope ing to help a med selemist do-activate she mite in his laboratory to order to play this action-backed remor

Soles the angle of every shot it a Nintendo GOLF and there a not a video golf game on pay with it anywhere:

For the Birst lime in the UK direct from Jepan comes Nintendo, the home ordertainment system with genuine arcade-quality graphics. Nintendo meixe 2 out of 3 of ell the world's cubic pop arcade mechanisms so they know whet they're doing. And circady, in Jepan 3½ million homes have a Nintendo home statestainment system.

Now you can enjoy the emazing 52 colour 3-0 graphics of Nimendo On most home computers, you've been lucky to get 16 colours until nowli-vilatendo's superby graphics give the games a convincing true 3-0 feel with citual stedows which add depth to the characters.

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Signt sets the Zapper Gun lets you about moving targets with papoint accuracy
for the late of your drink you're a sharp shoots the Zapper Gun will test
your skell to the full.

Nintande er Saper Mintende, the cheice is yeurs. Which set do you want? NINTENDO's superb high-quainty action costs to cor for castrol deck, meis erandermus, be hand costrois, and one free Saper does not not be the superbush of the same superbush of the darker was not not superbush of the s









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See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd - 8th, and Hamleys of Regent Street, London, August 10th - 15th.





Ever forced carearing down the frichtening Cresto babsleigh run al zillions of miles per hour? No. neither have I Still Digital integration think you might anjay a computer simulation of the dangeraus! Digital has been working with the UK's too hole driver Nick Phipps to bring you a sledge-see leaturing the world's Olympic track at Calgary, Canado Sobsleigh is planned to but the streets in the Autumo team christening their new bob with a soot of bubbly and not a reindeer in sight

This is Freescape, a ofuhanory new 3D Environment Simulator system created by Incentive aftware. These pics are simply a dema of the amazon canabilities the system has - and which will be used to the full in incentive's new come called Drillier, which





should be out in time for the Persana) Computer Warld Shaw, Using Freescape you can dimensional space and then look is any directan - including up ar down, Mare on Freescope as and





up for a well wicked Alori ST now dropped the price of the 529STFM to £299 99 It has a built in 360k 31/2" disc drive and you can plug it in directly to any standard TV — just like your trusty the quality is SO much better. Atori which they call "the ultimate teaching computer" It has an interactive vaice promot and o

Rombo and twice as tough, Cop'n dabbled in a bit of hair raising jung a combat nenlous river order sniper offecks and a helicopted September for the Có4 on tope There's no excuse for not saving

I was anly a matter of time role playing adventures. And that time is now! Moeblus from Origin Systems features role-

Mosbius, the fobled delity of the island longdom of Kentur, has chosen you, his disciple, to recover the stole Orb from the renegade



Magnetran, his follow up to

But his main task is la averland a

by three square it's rather like the





You will journey through the ascending planes of Earth, Water Air and Fire At each level your demanding greater caurage and cunning. All of your market arts skills will be required to survive the ninja-like assassins who seek to foll



Meet Trantar the last stampage. This MrT is an a do ar die mission and needs your help. This new game from Probe is thoung a vin he meetly.

shaping upto be readly spectocular Views seem bits of II sharmond a Amittad and Speccy versions an they look pretly need. The story's thare is if Many light years into it distant future, in a world where it predominance, and event surviva of a solar system, still rested upon the superiority of at suchnology, there was of a fragile was beginning to anyth.

and the state of the warrage or the delication of the Pamphery both unknown of the Pamphery both the deduction of the Pamphery both of the deduction of the order order of the order of the order of the order order

Zybor was embitiered by the elemal danger of the now worlds.





others occurring and had centry advanced in the reliapment of the dayastoling work MK3 bomb. Trantor had an chosen to lead a squad of excenaries to destroy the bomb.



er destination they had to tecale communication console, avery accords, or risk their implanted imbal drawing the life from their

your quest Sward-wielding rebei guards will test your blade every step of the way. And watch out fo wild beasts that stalk the forests?

wild beasts that stalls the forests! Local villagers can help, but bewere — the wrong approach will fingthen them away, leaving you in a world where starvation learns even present. Wise use of magna'd charms, prayers and firstbolds a essential or moching the fined confrontation with the trancherous Worlord — where victory anges recovery of the long

Moebs a will be first available an C64 disk proced at £19.95 and comes with a manual and areatal headband. Other resorts planned far later in the year will be Apple IBM. Amino and Abus S7.

IBM Anigo, and Aton ST.

Ongin Systems line, are the producers of such talles as the Ultima same and also their last realises. Autocode now available on dask for the C64 and Aton XL/XE and ST. All delatas for Ongin products can be obligated from Microprose, 2 Market Places.

■ Latest from Startlight is Hybrid — featuring three battle draids, The Brain, The Xylon and The Rabol is out next month for the

Spectrum, Amstrad and 64. The three draids have to be manipulated to destroy — you've guessed it — menacing aliens within a 200, room complex. The and bit about the come is that you have to merge the three draids together at stages crucial stages in



II The International Arcade Player of the Year contast

at the International Aurage

International Aurage

Blook of the CAV

Show, Olympia, in September

Four wemen, From Ut Rept

staged by Aurage

Aurage

Four wemen, From Ut Rept

staged by Aurage

Aura

■ Use your brains — and a bit of brown in a newer on the way from Probe. Colled Brain and Brawn the game is set inside yet another girch computer Your job? To described in — that's what \$-8 is a



sentally of two player game,

II Reaktor, Ariolosoft's £4.99 post budget range, sports those new titles

Deathride, for Spectrum, Commodare and Amstrod, takes place on the Trans-Conadian Express where the McClusky Gong, is offer a large gold shipment. Mick The Mountie chases

them down the train in an attempt to stop their getaway.

Deadringer is set in space where you run around a ring

orena, shoot out the apposition and set a new lap time All titles are available on Amstrad CPC, Commodore and



■ Buggy Boy is on the way from Elite. We've had a lanet encounter with a half finished 64 variant and if has to be said that the game is looking well whiched has release dolle as yet — but you should have enough time to spove up for two now 17% so you can apparence the three screen thrifts seen in the protingle cardes version!



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BATTLESHIPS



News

Help the Battle Against Cruelty to Klds by getting your BACKPACK, a new compulation of 10 top games put together to te cash for the NSPCC/ RSPCC The money roused by this new collection will help set up Child Protection Teams - experts wha know just how to deal with cases of child abuse We can't think under £10 - that's just £1 per game — the compilations are Spectrum tope consists of Xena Deachvators, Night Gunner, Bounty Bab Strikes Back and Lungs Jet Man. The Amstrad tope has Xeno, Deachvators, Night Gunner, Tempest, Marsport, Manly on the Run, Stanon, Namad. Starstnike and Knightmare The C64 McGuigon's Baxing, Deactivators Bounces, Spinolzzy, Manty on the Run, Starion, Bounty Bab Strikes

■ Stargilder font will soon be oble to play their fone game down of them color of them color of them color once Ace cracke company Bally/Sente has signed as Stargilder for them end supped as Stargilder for them end of the color of them colors of them colors of them colors of the c

Back, Skyfax and Electra Glide

■ Want a copy of Elite? Then you're in luck. We've gat a selection of the latest versions of this classic space trading game to give away to the first four people who write in and ask us for a copy! What could be passer II ou've gat on Electron, a BBC Micro and Master we've got some goodies for you. We've got an Electron versian, a BBC Micro tape version, a BBC Micra/Master 51/41 disc version, and a BBC 31/s compact disc version to GIVE away to the first Seeb owning C+VG readers to write in - an postcards only please And dan't forget to include your address and - otherwise you'll be feeling pretty silly, won't you'l

■ Boulderdash is back! And at a knock-down, unbeatable price of its 299 from Prism Letture Carp. If you haven't already got this doster in your collection there's absolutely no excuse for not getting if now Rockford and this asserted boulders and insects which makes his water to be sufficient to be sufficient to be under complete.

this closist in your collection there's obsolutely no excuse for not getting if now Rockford and this osciantial boulders and insects which makes up his world provided. CHVG reviews with insects of fain when the gatter first opposered of the when the gatter first appeared few years beet. Rockfordshir is available on this Spectrum, C64. Rockfordshir on the Spectrum, C64 and American Spectrum Spect

■ Stor Gazer Chris Clegg recertly received a prize of a Networten letter ope and ripod for his success in solving problems posed by Montach's The Plannets sortier this year. It look Chris almost any sycor of late nights and inps to the reference library to solve the Closs on the program. But the presentation by Autronamer and Type presidently Heather

Couper, bloory-eyed Ches agreed



Elemental Tays has bounded a new video das rygities in the Solice. The system, comed of children, incorporates instead or children, incorporates instead or children, incorporates instead or children and a to the system used an children con such as the system used in children and to the system used in children and stored on interchangable randord stared on interchangable randord stared compared date. Antiell attenda for produce interactive gomes, exteriorizant postingers, children's and teriorizant postingers and even teriorizant postingers and even teriorizant postingers and teriorizant postingers of teriorizant

■ A dark feast of fantasy and harror outhon, illustrators and film directors will be gathening at The Midland Hotel, Birmangham, for Fantasyean XIII. It's a casy affair where you can talk to British and Amenica professionels, make friends with other fors and get your fove novels autographed There's clas or continuous video program, a raffie in which you could win film posters and props, and The British Feating Awards Bonquet Mare info from Di Wathen, Fantoy Con XI, 15 Sanquet Mare Shanguet Mare in Soft for the State of the State

III Brove C+VG gamen Paul Makkelyne [left] and Paul George (Right) look on he megod Marteria's Marga Apocalypse in an inter-magrane play-off haid ol London's foly University. The gamestern had three manutes on an einfalle left wetwom of fire Sman Nichol's game PG did well with 18,793 but 798 Apope plan with 22,061. The winner, however, we Sullian Riginal III 2250 d.



III The gys from Palace Software are close to become Cullians when they launch a new software loble later they year Outlians Productions will bring logethor some of the country's most tolented undependent designer/programming teams. The first release is the Sheat' em Up Construction KII for the Sensible Saftware, responsible for Ocean's Wizball and Parallax The construction let enobles a person with no programming knowledge to write professional style arcade games. Sounds interesting, flough it's been

tred before by Melbaume House and Quicksiva before.

■ Ocean's recent problems with the release of some of its big summer titles appear to be over with the internent release of Talpan at last The problem's

similar includes on some of this log summer filles dispect to be over with the internent release of Tellptin of lost. The problem's concerned the compression of the 128K Spectrum version into 48x and the 51 version and odes. At least this quantity problem bodes well for the quality of the finished game.

More exposture for best reling author Jeffrey Archer. Damark has beened Not a Penny Mare, Not a Penny Less, the first novel ha wrote to the second of the se

■ Those Hard Guys at Advance one betting on a 16-bit led games scene next year. Advance is prepared to back its bet with an ST version of Butch Hard Guy. It's only £14.95.



ricky "II". The bit streamed is a be opened the mystenous pack oge from Demnorth Someone is thying to wope us out? But the outfambt looking granade turned out to be the intellar in design out to be the intellar in design of the transport of the intellar in the intellar in the intellar intel

soon be an sola in this country. But the lo form we've got our hands on some of these nithy new godget first and we want to give them away. — 20 in fact, All you have to do is tell us the norme of the actor, who storred in the mone fermants of Send your entirels, an postcord ONLY please, to Computer + Wideo Games Termandor Comprision, Procy Country 30-32 - Angigdon Lane, London ECTR - Angigdon Lane, London ECTR - Angigdon Lane, London ECTR - 2000





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C+VG

GAME OF THE MONTH Signer better and holder than the



C+VG HIT Miss the hits at your port! They are



THE REVIEWERS

TIM METCALEE The Ed mae wields the festest joyslick of all Whee his word is

LEE BRATHWAITE Redio Laccachite's ace gemes men

The Amige man Sni Care is obje to DAVID BISHOP

As an Amstrad fan, The Bishoo The Bector reports from the inmilian

Recincive Micky has the knack with

JOHN GURERT Bacal Beept Ho's back from me

Games expert Muir has the Atar: 6

MACHINES AMSTRADIATADE



- ATARIST



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impressed by both the







Runner, (Speedious Birdious).



has are his legs, whereas good

The lest one You must eat the

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Pirates of the Barbary Coast





MACHINES CBM/ATARIST/

ATARTROO SUPPLIER, CASCADE PRICES CSA/ATARIA PRICES CONATARI 800 E9 95. ATARIST £12 95 VERSIONS TESTED CBM/ST

The infamous Bloodthroat the Pirate has kidnepped your deughter end is demending 50,000 pieces of gold rensorm whether to pay or blest him out saland at the end of the game.

and

the

First stop, the Barbary Coast map which shows you're Immediately shown a menifest

and firepower - calculated in series of multiple chases manus, some of which have

only one choice (?) which you have to press to move to the naxt part of the game, and an the time it will take to get there

Once out of port you may be strecked by other pirete vessels. or standing your ground, but if you select the letter you'd better be prepared for some heavy confusion. The cassette inley describes how to stoke up and fire your cannon, but the

instructions are far the Commodore varsion. It refers to on the screen. Sp. if you've not

Before you fire the cannon ou have to load it by pointing at the powder in the keg to the right of the gun and ramming one of the cannon balle in It

instructions are unhelpful to sey

When you're loaded, select the cennon's elevation and the fire panel. The cennon goes off

if you're unlucky, they'll be knocked out one by one, and if you're mege-unlucky, you're ship well sink Back at port you've got the

opportunity to trade, buy supplies and repair your ship.
The idea is to do what no
British Prime Minister has done profit, it's a slow business -and a tedious one because all multiple choice menus - but certein product you don't get

Treding's e alow business

When you pay e visit to the local port store you can bribe

the keeper end he may give you a treasure map, marked with an X. Once you've got that you can make your way to transure island but because the seme old select menu pontrol system is used throughout, even this

section of the game - digging Cascede has hit on e mediocre geme formula.

Commodore strategists may anjoy it for a few hours but the makes a mockery of the 16-bit

The company should either heva edded to the plot and produced hi-res graphics for the

► SOUND ► PLAYABILITY

THE MAN WHO WON LOST THE MAN WHO LOST WON





Geo. MacArthur

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 E14 89 [CM/Ams), E19 99 [ST]
 > VERSION REVIEWED AMSTRAD
 > REVIEWER TIM

I'a fun being the boss. That way

Each room is a natwork of



The aim on each screen is to

have to dodge the nestres and alking of blocks -- which

Don't sneet all he Speccy version's week greakles, look bahind them and play the









e-bound

SUPPLIER GREMLIN PRICE: £9 95 [tape] REVIEWER TIM

Thing has bounced back - and

Bounder can delend himself projection of them Collect the





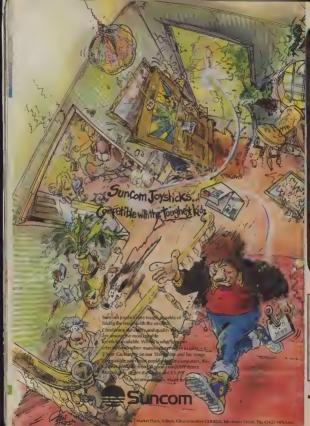
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Superior ollection

MACHINES BBC/MASTER SUPPLIER SUPERIOR PRICE £11.95 [DISK] VERSION TESTED BBC REVIEWER NICKY

It's became feshionable for the games people to produce compilation tapes and disks of their games — and it must have set a loi of teeth grashing. For whel you could have paid for just one game in the past, you

Superior face have been about v awaiting a collection of The Superior Collection. volumes 1 and 2. On nach disk you get seven old favourites volume 1. There's Renton Karate Combat. Star Staker Airhft, BMX on the Moon

cream of Soperior's games, all excellent quelity. Authorized

climbing round the scient

Synchron is a good quelity game in which you fly around Reptan Two, Deathster, Space well up to Superior standards

Wiecking stoff
Al £11 95 each, you're not
likely to find better value for

► SOUND ► VALUE ► PLAYABILITY

Squeakaliser

➤ SUPPLIER, BUG-BYTE
➤ PRICE £2 93
➤ VERSION YESTED BBC ► REVIEWER, NICKY

Bug-Byte's latest is not for the squaamish. You are a mouse engaged in a life or death struggle with thise patrolling kays which ralaese a giant cat While you are collecting the

But once the cat trap is game, 'sheet panic' end 'sweety

pamic' and 'sweaty palms' For sheer panic read 'reasonable pece', for 'sweaty palms' read 'dead slow', Goodness knows why they put the slow mode in. The graphics are Bug-Byte's

and uninteresting, although there are one or two nice

see you, they go for you.
The sound is impressive. The listening to and don't simply get effects during the game add to On the debit side, the action is

lose a life, and when you've lost - when the gama restarts, you opponent is still right by you and it's extremely difficult to get sway I spent several boring minnt as wat ching my lives also continue playing, or interrupt

It's maybe worth the £2 99 otice leg. But Tom and Jerry s

▶ GRAPHICS

Magic !!

► SUPPLIER MICRO POW ► PRICE E7 ff5 (disk) ► VERSION TESTED BBC

Here's another collection of games to join the growing librery of compilation lapes and days when you paid £7 95 -probably more — for rurt one

Micro Power has crammed a

First you get Mi EE, a good copy of the arcade game Mr Do It's another Pec Manclone, screen ealing fruit and avoiding

Helldriver is good for an hour or two. You drive around a maze running over flags to get pointe, while attempting to dodge of her care and obstacles

Crezy Painter You have to trap

Leolons, which seem to be sub atomic particles running amol You do this be painting in the

Cybertron Mission is an old favourile, where you explore a

Chass gama, with very OK graphics, but as for the rest climbing ledders game, Felix in

the Factory, a very basic version opponent flying game, Bandus at 3 O'clock, and a last-your

Still, at £7 95, there are enough solid offerings to make this disk excellent value

► GRAPHICS ► SDUND ► VALUE ► PLAYAR

Squeakaliser Magic!



Centurion

- SPECTMUM SUPPLIER AMOLASOFT/ PRICE ES SS (CSM. AMS), FB 44

Doc Terror soullo destroy the carth, and The Centurons....





REVIEWER LEE

► MACHINE COMMODORE 84 ► SUPPLIER SOFTWARE PROJECTS ► PRICE £5 85

Now to be oulta honest. I felt





k paws

You'll be able to shoot walls of



➤ SOUND ➤ VALUE

MACHINE SPECTRUM
SUPPLIER CRL
PRICE EX 95 TIM

monastry for absolutely ages --e fortnight et lesst

There is a two pleyer option as well — which as with all combet gemes - makes [he]hing a

Grephice aren'l bed, sound ie

Hamster





price geme — et budget pilce things might be different.





HE FOX IS BACK





MACHINE AMSTRAD CPC DISC ARIOLASOFT ► REVIEWER JOHN

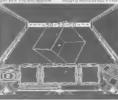
framed attack shins are coloni

The inhabitants era hostile Yoni Star Fox fighter is

lasar at the start of the game

von laser nower. One visit only have to rely on support ships. lases power flowing
As if the aliens weren't

enough, you'll also have to fly





no trouble with these smaller demage.

When you've finished one warp to the next stage of the

Star Fox is a repeat of so contains enough style of its own to make players who pant and take note

► GRAPHICS ► SOUND ► PLAYABILITY

► SUPPLER MARTECH ► PRICE £7 95 ► REVEWER NIGEL

Just how much can you say your 64 two years ago and now

aftar wava of planets, estaroids

everything moves at 100mph-There ere one or two fiddly bits blast The faster it moves, the

Don't worry about memorising andless waves of for Mean is skill, and plenty of it

The best technique is always fall size Do this and you get inassive bonuses of 2,000, 4,000



music track) is sampled to give for the first time on a 64

If you curige avery time all those superlatives are rolled out sensation buy Mega and throw

► SOUND ► GRAPHICS ► VALUE ► PLAYABILITY



arbarian aome of which ere hidden in the After most sound effects be

MACHINES AMIGA, ATARIST ► MACHINES ANTIQUE, ANTIQUE SUPPLIER PSYGNOSIS ► PRICE 24 95 ► VERSION TESTED AMIGA ► REVEWER CHRIS

At last, they've done it! Psyonosia has finally written a game, a decent game, which you don't need A level Physics

Brattacus, the company's first came, was not as I had quite well Arone, the first 16-bit Track &

Field had greet graphics,

When loading up the game

you are entertained by a number of baautifully drawn screens which set the mond for raised above his heed ovar a You appear in the dangerous

marsh lands bordering Hegor's Underworld Control of your mighty

got to gues with the controls You move Hegor about with various wonderfully drewn icons, which decorate the lower hose you can make your barberran stroll, run, jump. somersault, attack, pick up objects, climb laddars and even nasties decides to have lunch. you can bet he has got a testy baiberien arm in mine, so how do you stop him? Well, as with magic sword which likes nothing better than to play with s demon's intestines, so ell voi

they 'OO', 'AGH' or 'BOING', get a loud click as the sample Should you make it to the

dark parts of the Underworld. white will discover a how when



best way to handle the Don't worry, all berberians come with a lifetime's

When you do something, be it graphical action is ecompanied by verious baibarien type groans. These range from '90' end 'HA' to the AAAAAAAAGHHHHHHH

werewolves growl and bows go Borng' as they leunch arrows at you. This brings me to an metallic being, who causes a large unfriendly looking mace It is, in fact, impossible to kill that you must have a bow to destroy Necron's dragon. This is a difficult task, and one

which I fail at time and time again You see, I shoot the di agon, and he ahoots me back, ac we both die. I can't figure out how the hell you can get past So at last we've got a Psygnosis hit, great graphics, builtient sound and for once.

excellent gameplay





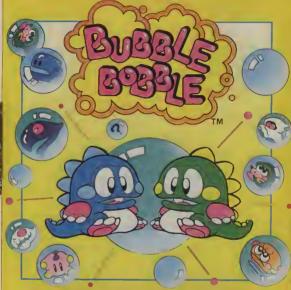


nesty fire breathing disgon. est have to set back and store at

Anyway, when one of these

novelle, a seemingly popular device employed by software

Heggs and his father, and the story ends where the game Many valuable dues are to



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Firebild Software, First Floor, 64-76 New Oxford St., London WC1A 1PS, Firebird is a Registered Trademark of Brash Telecommunications pic



MACHINES CRA/AMSTRADA

home base?
Who'd ol thought it could be done? That old

comers in a knock-out louinament. This is the only way you can get your nems on the hi score chert.

tuin of your opposite number to eltack yourn specify the same fastion if one of your ships in

Play the computer, play e triand, play loads of friends in





Catch 23

AMSTRAD

> SUPPLIER MAR TECH

► SUPPLIER MAR TECH

► PRICE E 9 5 (CAS) £12 95/£13

IN4/AMSTRAD DISCS)

► VERSION REVIEWED

SPECTRUM

► REVIEWER TIM

There is only one catch in Cetch 23 and that's the fact that you need plenty of spere time to play it. Catchis BIG! Mariech have come up with a

complex strstegy/action game that will appeal to wargamers and tans of vector graphic adventures like Elize and Cholo Intelligence reports and sstellite pictures heve confirmed the worst — the

confirmed the worst — the enemy's CK 23 orbitel interceptor is operationel. Able to take off and land like any conventionel accraft, the revolutionary CK 23 is elso able to except the earth's gravitational pull and then

There it can lie in weit, for weeks at a time, reedy to blest beck into the atmosphere at frightening speed to intercept and destroy enemy missiles or eircraft with its applicated.

The CK 23 test development sate is the most sacret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deedly minefuelds, high voltage electric fences and sarveilence camaras. The Island itself is bristling with miditary activity, from armed foot petrols to roaming lethal ermound

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay bomb is the nuclear reactor. The explosion which follows will devastate the

At the start of the game, you have just been dropped by parachute. Where you actnelly lend will depend on the prevailing with The time is 2200 hours. Surrise is et 0600 hours. This give you just eight.

Whilst the etemy ware building the military complex, the villages were occupied by the civilian workforce. To essist in repid transport, a shuttle network was built which still criss-corsses the island.

sutometically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but

unfortunately your map shows only a lew of the principal shuttle rontes.

shuttle rantes.
There are large variety of building types Most of the buildings have been seeled by the military, but not all. It is still possible to entire and explore those which have been overlooked Buildings which you cen enter will have clearly

visible doors

Once inside a building it will be possible for you to identify its contents. You may also find battenes for the mine detector, explosives for making bombs and spore emmunified not just it is worth melting a record of buildings which can be visitled.

areas which neve been milled. You have been equipped with a mine detector which, it the batteries are not flat, will relay a signal to you head-up display. Any mines in your field of vision will be clearly visible to you.

The percentine aron as to scheduled to coincide with a moonless right. You have been equipped with en advanced image enhencer which shows an eccurate 3-D representation of your world as you move within it. The SIE also has a sophistic atted head-up-display which provides you with econstent update on your status.

You can also carry a maximum of three bombs. You have an unlimited supply of detanetors and timers, but to

been mined jumped with a ich, it the lat, will relay a d-up display r field of vision ble to you.

alarge number of behindant and commiss to help with the development of the OK 23 Very

end scientists to help with the development of the CK 23 Very lew of these people were recruited willingly, most having been blackmailed, threatened or even ladnapped whilst attending a bogus conference Unkown to the enemy, were them of these coepies's

seventeen of these scientists organised themselves into e highly affective resistance movement, determined to subotage the enemy's plens Unfortunately they were discovered and were ell evacuteted. Their whereabouts

Are not known.

However, intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their bese To enable them to communicate with each other in secret they installed a computer terminal end transmitter in each location.

transmitter in each location. You have been provided with a brief description of sixtee on of the save makes a sensitiate the scientists the scientists are sometimed. The side makes are sometimed to the scientists remeins a mystery. This side makes on will help you recognise which hideout you are scross a computer terminely transmitter. Being able to correctly identify whose hideout you have located being able to correctly identify whose hideout you have been a state or life and death.

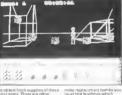
Computer Terminal: Transmitters can be found in the hide-outs of each of the scientests. To LOGON to the system network you must enter the correct pessword. Once you are into the system, there are useful clues to be discovered. If you can preck

You can save the geme to tape or disc, but only from a safe House If you find the word SAFE written on a well, enter investigate mode and identify the lettering.

My only complaint is that it

could just be too big. It takes a lot of time to explore the geme and discover its secrets. Cetch 23 is a good looking, well produced and thoughtful

► GRAPHICS ► SOUND ► VALUE ► PLAYABILITY



to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

Once made e building it will be possible for you to identify to contents You may also find batternes for the mane detector, explosives for making bombs and spare ammunition claps it sworth making a record of buildings which can be visited to obtain tresh supplies of the vital items.

Amourad Vehicle Petrols

heve set patrol routes. They will not deviate from these noutes unless they spot en intruder. Your image enhancer allows you to see armourad vehicles from e distance from which they are unable to see you. Foot Parrols are ermed and.

hoot ratios are embed and like you they heve been equipped with capable image enhencers. If you run into a toot patrol and they see you it is too late to think of running sway Beng accurate and quick on the taggers is the only way you will survive the mentable shoot out. The stieng has a number of

must find buildings which contain explosives.

Your Compass Direction

Topic Companies Direction you are feeing. Thay cen also be used to lock onto the location from which radio transmissions ere being mede. The direction to the transmitter you have detected will be displayed in red. Your Dangerometer displays.

Tour Langerometer coupings a measure of the denger essociated with you current location. If it is high, the like like like of the same continues and the location in the langer endounces of the location of t

are less likely to patrol your immediate aree. Keeping a close bye on you Dangerometer and trying to discover what affects it, is of immense importance.

As well as the civilien worklares, the enemy recruited



HINES AMSTRAD/CRM/

► VERSION REVIEWED AMSTRAD

A onneinal female character et last, but one. I suspect. launched as a cassette wrepper to appeal to the male eye Bot what's this? This woman.

nemed Gremin, is a cruel and powerful nelectic rular, a mage ville n to out shine Darth Video The hero, ves you've quessed is a man called Arkon. He was

Gremin's farthful Lieutenant but e sudden twinge of conscience has turned him into a superanodie determined to definit the megalomenic obsession of played out on two levels and Plenet Hypers, the second Schkunn You must dash ecross each, destroying Gremie's gnerdians on the way, and, on the finel screen, defeat the

Grent Guardian Hypsis is a horizontally scrolling world of 20 screens, peopled with five types of elien robots and another five types of meet the small, floating leser your ever decraesing power unless you put four leser bolts into them. To offset their deadly effects, shoot at the Energy

remorna and take on the anergy You'll need all that energy if you're to best the second level which, when you first see it, you V SPECTRUM

the screen Jump to the first end then the second, but you must turned into a mess of girttaring versour that floets away — and that's a life lost

If you pass this screen you'll have seen and solved the play

blue to white - leter in the game, and take on ladders in the middle of the mep, but the method of moving from one and of the screen to the other is always the same. Only the guerdien robots changa. You soon ancounter a massive guardien robot, a Dalek without an evestick, which lobs huge bother to stay ground and screen in the vain hope that

Next up are the green monsters which you find on the metai pletform and stone bridge screens. They represent no threat that I could see, and

don't aven look pretty. To combet all these forces

you can pick up granuday on the

The Planet Schung scrolls vertically and horizontally, so Thet said, your weepon, puny though it is on the first level, is power and will destroy everything in its path

There are two steges to get through: The Forest end The Palaces. In The Forest there are lekes in which vou'll drown as well a less-then-abundance of eliens Admittedly you do get a creature called a Kartes which shot and doesn't represent

much of eithrest. improvement over The Forest

crowded with elevetors which take you from one floor to the other. Once you're in one you mustn't move or you could die here ere elso mines scattered on the floor, and four more

types of aliens with which you'll beys to deal The aliens on this level shoot firehalls and you need to hit them four or five times before difficult task with your super laser. The Grant Guardien at the end of the game, however, is enother matter. Hit it 30 times end its winga diaeppeer, 15 times and its body disappears, end makes up for all the puny aliens in the other perts of the

AMETRAD SECTORNA P VALUE

but only marginelly. It's ▼ COMMODORE 64





W AMSTRAD





Stagware merumate emillioninchediate weapon pickup systems awe expering rapide action. "Sideware is the tickes, cynesing shootout in a long, long time" wate Sindoid kier. don't mest with others, try messing with Sideware



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NEWEWS

- MACHINE. CBM54 SUPPLIER 33 STEPS ARKOLASOFT PRICE £9:95 [case] £14 95 [dbje] REVIEWER, STEVEN
- Novelist Len Delghton wrote his tectual history Blizzereg from the Rise of Hitter to the Fall of Dunkrik in 1979, and this new game-has only a pessing connection with the book
- connection with the book
 For one player only, taking
 the Germens against the
 computer, it fells into two parts.
- computer, it fells into two parts.
 In the first part the player may accept the computer's default setting for the strength end deployment of his forces, or create his own, expending the historical number of penzer (ermoursd) divisions from alleven to a meximum of lifteen and changing their strength in
- tank and air support.
 This scenerio must then be saved to tape for later use. For the second pert these penzer divisions only are deployed on a map of Europe. At this point
- sherply with history.
 The mep shows southern
 Englend, northern Frence, the
 Low Countries, Denmark end
 Norway as unconquered on 1st
 May 1940.
- In reality the Scandensever countries had been over-run the previous month. The objects to soore seless 100,000 "victory points" which can be done without conquering France of Britein fells to your investion (a pretty ebsurf dee), but a country does not surrender until ell te cities have been
- occupied.
 In the real war the Germans
 by-passed cities end played on
 political bluff as well as military
- political bluff as well as military skill to win victory. The player is given only the German penzer division as if the
- rest of the army didn't metter. The single A5 sheet of instructions gives, for all practical purposes, no indication of how to play the geme and the player must discover for himself which key to press to get the pert of the
- orders menu he wents
 The most pristing feature is
 that eithough the geme runs
 very quickly—from 1st May to
 30th September in about 40
 minutes—it does not panse
- white orders are being issued. Since the most any division

Blitzhrieg







can be ordered to move is six squares lithere are 35 squares from the Rhine to Normandy! most of the divisions spend a lot of time doing nothing, while it tekes up to ten gerne days to elle single division to do the obvious, like cross the river it.

Nor is it clear from the map which division is where end what direction it is travelling. Care and ettention have been lavished on the non-map graphics of this game, with orders coming in mock German scripts and a filing cobinet.

scripts and a filing cabinet opening to provide the menu of orders and reports The player can eccess the view from any divisional commander's tank to see whet

the problem is

There is even a happy
marching tune to listen to while
driving over France
But in providing all these frills

the geme designer has lost eight of the need for a clear, simple, well-explained playing mechanism, with a readable map, and some attention to what really hispaned.

FREALISM

FREALISM

PLAYABILITY

MACHINE ATARI ST
SUPPLIER FIREBIRD
PRICE, E14 95
REVIEWER, JOHN

The vine of life stretches long and far before you, oh withered one, but before you reach the final Enlightenment on The Golden Peth it will have been steshed by monsters and the grepes soured by the complex buzzlee that face you.

Puzzies that face you.
You set he newly initiated
monk Y' in Hay, whose father,
monk Y' in Hay, whose father,
murdered by an avi leverlord
Before he died he geve you o
murg, containing his magical life
force, and a scroll called The
Book of Knowledge Combined
with your monitish command of
the mismia lest send help from a
hormon you're all set for the
long road.

long road.
Chepite Trainer of Seminal Chepite Trainer of Chepite Trai

pone of the other objects on he trail in a hurry. The puzzles are ceally solved



- MACHINES ATARI/CM/ST/
- MACHINES ATARI/C04/S'
 AMIGA
 SUPPLIER MICROPROSE
- FOR ORIGIN SYSTEMS
 PRICE £18.95 (disk)
 VERSION REVIEWED: C64
 REVIEWER STEVEN

It is the year 2030 and law hes broken down throughout the United States. Armed gengs patrol the main highways and any traditional means of communication between cities as impossible.

Pickups and delivenes are made by couriers driving highly specialised and heavily armed and armoured cars, all inder the strict regulations of the American Autodual Association.

You have arrived on the bus in New York with \$2000 in your









but made artificially more difficult when the scenes are map The rosy apple may be on one screen and the hills with the hungry old men on the one to the right It's easy enough to When you reload the game, the old man and his hill may be replaced by a next-to-neked hill men who's after your blood, you'll have to store that apple in your packet in the hape that you'll stumble upon the old men feirly soon.

Combat encounters take you the energy from your life vine If

that shrivels you've had it. The only wey to increase vine nower that means finding the use for finding a way to ford a sacred river end find the stick of yellow object and character goes



rendomly placed objects every time you load the game.

The Golden Path is a auperb peckage game with graphics and oriental soundtrack worthy
of the ST combined with a 34-page mystic novelle and two

discs — one for the monk's attributes and the other for the beckgrounds. The gemepley, however, is disappointingly however, is disappointingly similar to the fighting fist mould of games and the puzzles are not atrong enough to bless the game with full-fledged advanture stetus. If Firebird had services to service to allow. paid as much attention to plot the game might have been a

► SOUND ► VALUE PLAYABILITY

packet, enough to buy a suit of body ermour but not e car You volunteer for amateur night in the Autodual Arena and of the five contestants only

you come out a live After a few more nights of this you have a nough for a car and you start teking couner nch enough to afford a clone to another course or a handit finally gets you It's a short life,

but it's a living If you think this ion't e wargerne, just try playing it! it has its origina in the Car Wars by boardgame Steve Jackson and its roots in the Med Max films. A considerable amount of luck is required to survive et first, but a character can be

saved to disk for a continued life

The real problem comes in selecting your particular carwill you be a killer rabbit or e Kell turtle? — end the courier real cowerd can just catch the busto Atlantic City and try to get rich playing poker -- but if

you ask me the game is fixed? varied, incenious and entirely believable world in which it is possible to lose yourself for hours. If envone wents me. Fil be in Joe's Bar in Pittsburgh offee

► REALISM ► VALUE ► PLAYABILITY







GET INTO CRIME!

In the late 1990's the straets of New York ara a jungla. You are the Ice cool leader of a gang of drug crazed tarrorists. Your main goal is to become the richest, loughest and most notorious gang in tha city.



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► MACHINE C84

► SUPPLIER FREBIRD

► PRICE £7 95

► REVEWER JOHN

Harry Johns, ex-football ster, adventurar and walking advent for dental floss has been stranded on an island with only the diabolical Dr Graves and his mittent carrival for company. The island is a prison for the mad doctor's latest creations but as also hauted by the dead alterstors of his victims, who popula the houses and castlins.





Scary on the ident. You start the stays of an overhead view of

Monsters

on the islend. Yon start the story on an overhead view of the Island. Move your pin-men representation of Herry Johns around nnall you come to a building which you enter by going in the front door, One of them will contain your lost love Conny, who's been kidneppad by Graves, but first you'll have to pies the hoardes of witches, Frankenstein monsters and

ghosts.
The building interiors consist of starways, barnisters and landings. You can leave at any time you want to finish the game, you'll plod

The one interior design in the game is shared by all the houses and castas, but there are three levels to it which you start, as the younging onto start, as they younging onto start, as they younging onto some status that depict Franks, Drac and the Mumme Monsters drift across ell that sheets but you can hit any of the start of

Alternatively you can press fire and pull the joystick down to neutralise all tha

Supernatural forces on a screen Harry faces front and his hends flash out as he cests a domble, clammy, wammy spell. Yon'va only got six of those, and three lives, so you'd better watch what your doing

If you get too close to a monster if it bounce you aroun with some of that ectoplasmic force, at the same time drennin your anargy and, if your pargy and, if your force on that ebound, you'll be well and truly done, just duck to avoid tham, and don't jump.

Unfortunately, it's that easy.
Once you've played out one house don't hang around to bump up your high score—

easy enough if you kaep your finger on live. Leave by the left sade of the screen end wander the map egain. Your lady friend conid be held in any one of the cistles, houses end manors on the island and a good many of them are protected by mazes, bridges and one way entrances. Again, the mazes and other

are easy to get through or escape. The only espect of the game which makes it a long player is the massive size of the map. It a pity that there's no save game option available became you'll probably give ny long before you're found.

Frankies and Dracs, doesn't seem so appealing There is no menaci as great





CTYG ATWENTS

- ► MACHINES C04/SPECTRUM/ AMSTRAD ► SUPPLIER CRI.
- ➤ SUPPLIER CRI.

 ➤ PRICE £8 95 TAPE £14 95 (DISC)

 ➤ VERSION REVIEWED: C64

 ➤ REVIEWER, TW

l elways wanted a train set But! never got one But! guess the next thing could be Trackon—e sort of computenised train set with added blashing. You find yourself rimbling around in e tank on tracks.

TILL SEE

Traxxion



which is about to go terminally critical

You must find your way to the exit before the faulty reactor melts down — the resulting axplosion will destroy. To escape you must negobate

To escape you must negotiate crossroads, aliding pletforms, points, and meny other hazarda To change the points you must shoot the flashing controller next to the points

next to the points
You can also reverse the
direction in which you ere
travelling by hitting F7, this
uses up one of your limited
supply of Electro Magnetic
inverters IEMII

Running off the points or crossroads, hitting obstacles (road blocks and other cars, other or cars, the cars, other or cars, costing you one of your three creft. Other points of interest to not creft. Other points of interest to not be a re the Fuel Caps, the Electrostatic Disintegrators, and

The Fuel Caps are the tops of tha fuel rod at hut fuel the reactor. These are exposed for easy refuelling. If these are shot, the time to malfolown will suddenly be increased, as there is now less fuel to melt down. The Electroatebo

Disintegrators are a security system instelled to destroy ell cars in the vicinity, on impact with any object. Your car has been equipped with a shield to reflect the destructive energy of the Electrostatic Disintegrators. The toleports once entered by

the Electrostatic Disintegrators. The telleports once entered by your car, will eutomatically teleport you to another part of the map. Your screen display goes like

Your screen display goes like this. On the bottom panal you will see your score, and the time to meltdown dearly depicted, in large LED numbers The TP number is the number

must head for.

The small cars are the cars you have remaining, tha Elec Magnetic Inverters remaining the JET temperature, and the

the Jet Emperature, out the brake (BRX) temperature. The last two, on reaching the maximum, stop your car from accelerating and braking respectively, until their temperatures are out of the white season.

When stering out, always trevel slowly, to get the hang of the game, end to get acquainted with the mep.

When approaching points,

crossroads, and sliding sections, elweys reduce speed, these are tricky to get used to! Be very spenng with your EMIs — when these run out you

have no more left for that car Watch your BRK and JET counters, as although they rejuvenate with time, these may run out on you just when you

need them.
When possible, elways shoot the Electrostatic Disintegrators and Fuel Caps, to destroy ell other cars in the vicenty and to gain extra time respectively.

But above all, erm for the teleports, this means you're heading in the right direction. The key to Traxxion is working out the quickest route to the teleports and being able to hit the points with a well aimed shotust when you want.

All the same, is not acr

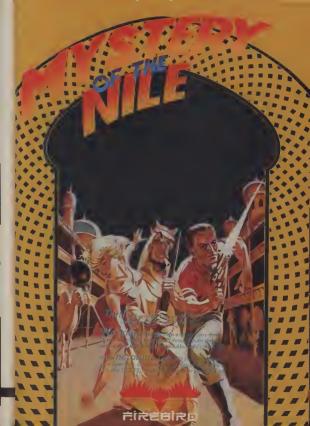
All the same, it should kee
you occupied for some time

> GRAPHICS
> SOUND
> VALUE
> PLAYABILITY

other hazerds apert from the points — some sections move randomly leaving you nowher to go if you've used up all you! EMIs Some routes lead to dead-ends — others get you stuck in seemingly endless

Joops
Treconon is a HUGE game and
masonably addictive too—
sithough siter a while playing it
you might just stert thinking
"What's the point?". But then
life's like that, some it should keep





FA

Welcome to a new column that will bell you what's hat in the wooderful world of connes. Phillip Morton begons with something that — if there's a insting at all — will be extramely hot.

SAGA OF THE SWAMP THING.
Once upon a time there was a sciential
named Alex Holland. An experiment of
his was sabotaged and in the resulting
explosion the mixture of chemicals and
swams alime turned Holland the man,
not the country into a walking,
thinking muck heap called,

aportopiately, the Swamp Thing.
Though he looked like a monsiter, his
behaviour was civilised enough. But,
the being the early '70s, a time when
horrocimystery comies underwent
something of a revival, he inevitably
came into conflict with a number of
world and not always wonderful
creatures. The 18-issue run of Swamp
Things toriginal comie was distinguish
mainly by the exquisite artwork of
Berni Wingthrou and Nestor Redenato.

End of story — for ten years or so, anyway. With the movie rights to Swampy sold (the film proved to be less than a blockbuster), DC revived Swamp Thinds consist cans. But Mover is probably the first writer superstar. And it's largely on his Swamp Thing scripts that his regulation has been built. He has a suntpe leanch of spinning an intriguing, thoughtful tale without losing dood with those readers who are looking for action and horror. He probes more deeply tast he nature of first than almost any other writer, in comics or anywhere size.

Moore's first masterstroke on Swamp Thing was to — literally—take the character aport, revealing him to be more plant than human. Since then, for over 40 menthly issues, he has explored the sometimes horrifying ramifications of this, usually aided by the atmospheric artwork of Steve Bissette and John Tolleben.

Which brings us to Swamp Thing books one and two the beginning of a series from Titan Books, reorinting the

expensive, hard-to-

comic, with pleasingly intricate artwork, mostly by graduates of the Joe Kubert school of cariooning. Unfortunately, this new beginning was marred by scripts which were strictly Tedium City. Until the arrival of one Alam Moore, that is.

There have been superstar artists and superstar writer/ artists in American comics for as long as there have been Moore issues of the Swamp Thing monthly comic. There's not much to say about the transition to book form except that the stories are more satisfying without a one-month gap hetween chapters, and that the woodcut style artwork looks better in crisp black and white than in muddy bog paper colour. In short, highly recommended.

find early

Volumes one and two are now available from bookshops and comic shops, priced £5.95.



MARVEL MACIC REVISITED Looking for a taste of what make the control of the contro

(cheapl) from comic shaps.
If you're looking for more
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2000 AH'S ZEMITH

SY



Ilpm. "Ra a party?" Charlie yanks us out to Hackney in the Cortina for a look at the zoo. Hidden in a warehouse near Clapton Pond we found the most amazing menageire of computer-controlled creatures.

Really dark in here. Sudden groan of an engine, sharp hissing and beams spray from flashlights connected to rubber hoses, all twisting in rhythm with the enormous compressed air lung parked out back.

LOOK OUT! A suspended pair of banker's trousers activate, nearly kicking our heads!

Around the oorner mannequin legs climb a stoel staurcase, just behind us a rubber-headed, three piece family motor in a customise min Mini while another threesome, with vice-gripped claws, methodically clamber within a cage. Homminm.

The constructions are very nearly life-like but all seem in some way dangerously distorted, comedic performance artists.

Machanical maestro this evening, off to a dark corner, is the exceedingly tired-looking Jim Whiting Jun first made robots in the late 70s and has since supplied automata for Herbie Hancock's video Rocket and a banch of television adverte

He's always endeavoured to depart some human parody. One of his early works called The Pyramud Men showed City gents in suits and bowlers climbing the "social pyramid". Every time one

neared the top, it fell off.

Men Flying adomed the top of
the National Theatre at the South
Benk Arts complex. This
"sculpture" showed a series of
blue men flying around on the

ends of pendulums.

Another work comprised of a series of mobile men's suits that followed each other about like some loony City gents obsessed with chasing each other all day

The simplicity of Whiting's work is what makes them so appealing. Most are hilarious — they're cartoon caricatures which leave us in little doubt as to their human

Other robots at his "unnatural bodies" plant in Hackney are learning more subtle skills.

With help from small video cameras, infra-red sensors and opto-electronic devices, these robots are learning to react to humans. One will smille at you if you smille, another will pull a face if you don't. Im sees his robots as repair.

potential entertainers of the future. His fatest work, exhibited during fune at an art gallery in Hamburg, is a whole environment — a house, with several rooms and several robots.

Last year Whiting took his

mechanical zoo to the Limehght
Club in New York
Of his experiences he said: "The

public loved it but the management thed to rip me off. I onded up losing money on it " Next time, perhaps, he'll have a mechanical bodyguard ready to deal with unscriptilous managers.

PUT STARS IN YOUR EYES WITH



Available on CBM 64/128, Amstrad and Spectrum 48/128K*

(CIIM 64/128 Disk E14-99)

My name's Street . . . Ward R Street, and I'm licensed to spill the beans on the films that leave you shaken and stirred!

OND is back, twenty five years and fifteen films older, now in his fourth incarnation as wrinkles overtake mortal actors But the big question howing in The Living Davlights (PG).



anything other than his evobrow, but he also used his tonguo, which he kept firmly

in his cheek. He was beensed to quip as well as kill Timothy Dalton's new look Bond is more serious about his double-0 responsbilities. The film's not without its numorous moments, such as a deadly milkman whose

pintas would make your Rice Crispies go with a real bang. but Dalton treats tho superhero spy as a real person This is the Bond of Goldfinger rather than

With the new 007 comes new complexity, as double and treblo crosses abound There's the Russian defector, who reveals a plot by a rogue Western spies, only he may not be a defector and the

KGB agent who posed as a concert cellist to try to kill bim may be a concert cellist after all . But where does that leave the American arms dealer? Carry on like this and we'll be in the realms of Le Carre, not

There's no need to warry though. At one point the action stops so that 007 can explain it all to us, then it's back to the shooting and bombing and crashing a plane into a cliff. The only thing that's missing is the kitchen sink, presumably because Q was fitting it with a laser to nix anybody who skives off washing up

And that's the movie's main failing While it rolls along at a rattling pace to start with, switching from Gibralter to Vionna, for a chilling chase through the snow, then searing off to Morocco, by the time Bond and the cellist played by the incredibly beautiful Maryam educated Afghan rebol leader you may well feel that

the movie has lost its way Thore are sequences which are classic 007, but a more ruthless approach when it came to cutting the script could have made for a more affective whole Timothy Dalton is extremely athletic and it's not his fault the script is rather flabby. So welcome back, James . . but keep an eye on those writers. We expect ovon better things of you next time

Howover dire the situation, you can be suro that James Bond will aurvivo. The same can't be said of Mel Gibson in Lethal Weapon (18), a police thriller that packs a punch like a 44 Magnum

sequence, whom a camera soars around Los Angeles, finally alighting on a girl in a penthouse flat, just in time to witness her take a dive and put one almighty deat in the roof of a parked car, you

know you're in for a sleeck. suspenseful, stylish tıma

Detective Roger Murtangh (Danny Glover), celebrating his fiftieth birthday, would rather not share this scene. especially when he's saddled with Martin Riggs (Gaboon) Weapon of the title isn't a gun it's this possibly psychotic, probably suicidal. Vietnam veteran who

nobody wants to work with There's nothing in Riggs' behaviour to suggest that he'll evon see his next birthday, and it looks like ho's determined to take Murtaugh which him, but eventually an uneasy peace develops between the two mon as they discover that the gurl's death wasn't an accident but is linked to a mammoth drug dealing operation run with military

ruthless commandos At times extremely funny. at others brutally tough. Lethal Weapon piles on the pressure and keeps you so involved that you never really question its highly unitkely plot and the last twonty minutes are so tense

you'll hardly dare breatho Despito its florce and fast action and references to Viotnam. Lethal Weapon is a fairy-tale compared with the true horrors of death in South East Asia Platonn conscience, now there's a film by a British director who experienced 'Nam while shooting a documentary.

Hill 937, another number on a military map, doesn't tell you much about the ten. day battle to capture it, but the men who were chewed up like so much most is commemorated in its nickname, Hamburger Hill

The film follows the fortunes of Company B. 3/ 187th, who suffered 70% casualties in the assault introducing them as a regular bunch of guys who dream about cars and women or worry about army regulations. There are racial tensions but hasically they

could be any place, any time But they're not must anywhere They're in the heat of a country where death can come at any time, and ahead of them line a heavily defended bill. To take it thoy will face constant hombardment, mud which makes climbing impossible, even being shot

at by their own helicopters. True to his documentary training, director John Irvin gets into the action, to record it in all its unbelievably gary horror as if it was happening for real. Heads are blown apart before your over and bits of bodies are pulled down from the trees.

But while Hamburger Hill colebrates the courage of those young soldiers, it chooses not to take a moral or political view of conflict in



A HAMBURGER HILL.

which America should never have been involved. It isn't enough to say that war is holl. We need to know how this waste of life happened, so that we can make sure it never bappena again

From insanity off one kind to insanity of another namely Pee-Wee's Big Advonture, a film so innocent that it carries a U

The Big Screen



A HAMBURGER HILL

certificate Its star, a Mr Pec-Wee Herman has 'cult' written all ever his highly made-up face. In the States he's already the biggest thing since the last big

Pee-Wee lives in a house was into late tev-town, and connoisseur's tat as a and a hand painted deg. But

Frankly I found little to lough at in this undoubtedly wocky adventure, but it could be that Ward is just an people whe leve Mr Herman All I can suggest is that if you find the likes of Jerry Lewis a laugh-riet, give his a try . But den't say I didn't warp you if you just crittge.

At least I prefer the totally surreal antics of Pee-Wee to the tiredeld reutines of Blind Date (15). For a man whe scered such a success with the Pink Panther series.

demensirates a total lack of talen fer comic timing.



The Magic Toyshop (15)

is another television film.

but like Company of Wolner

been made for initial cinema

this toyshep but it's net the

speciality is finding all that's

sinister in fairy tales, then

spinning miraculeus varns

mether's worldmg dress and causes the death of her

parents. She's taken, sleng

to live with their mysterious Uncle Philip, a tyrant who

makes life-sized puppets which perferm in plays

before an audience

full of cruelty and dark

This ene cencerns Malanie, whe destroys her

psychology with it.

sort of place you'd take a

There's plenty of magic in

Even less subtle is Mr Jolly Lives Next Door, half of a deuble bill from the Comic Strip (15). The difference is

The scene in question is set in the Dorchester where Ade Edmonson tries to amuse Nicholas Parsons by trying to light his own -



A BLIND DATE

hew shall I put it? - natural gas. It stars Edmonson and Rik Mayall as two chrenic alcohelics whe make The Young Ones leek ceuth.

Its partner in crime is Didn't You Kill My Brother. Alexer Sayle's saturical look at what happens when a noterieus gangster, one of the dreaded Moss Brothers, tries to go straight.

hilarieus, Brother is more thoughtful, but the most twe is that the last a little ever fifty minutes each. Whether audiences will rus to see two episodes from a forthcoming TV series I'm not sure But I'd rather have two hours of concentrated humeur that leave yeu yearning fer mere than some



A MAGIC TOYSHOP.

The film is about Melanie's battle against the wicked uncle and it's a clever journey into the darker side of childhood, by turns chilling and funny.



A PEE-WEE'S BIG ADVENTURE.

his mest treasured possessien is his bike, an elaborate red and chrome fantasy, and when it's stolen he cannot rest until it's

whe acts like your worst nightmare bratty kid and dresses in a suit that's se I've always feared about our truns-Atlantic cousins. But will Pec-Wee seduce the

Bruce Willis of Moonlighting is the unfertunate executive whe's fixed up with Kim Basinger. Like some variation on the famous Grenslins warning. drink He does and, like some yuppie gremlin, she

Perhans Edwards realized dog when he accepted a date with this script, which looks middle-aged and tame when compared with Something



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How many adventure writers have actually ancountered a fire-breathing dragan or a horibly beweeponed Ove? About name, we recken. But the creater of Police Buest, Jim Walls, is a velection of the California Highway Polirol, so he's seen many of the events featured in his new adventure of first hand. Marshall M. Rosenthal gives you fire briefling.

POLI

s Police Quest just another programmer's Idea of whof a cop is like? Na way! The story comes direct from the pen of Jim Walls, a 15year veteran of the Caifornia Highway potro!

"People think that a cop's life is like the shows they see on the TV," says Walls. "Either it's

car chases and shootouts, or endless days at writing traffic fickets. "The fruth is

somewhere in between.

"Offen it's just simple routine — the stuff of everyday life. What makes being a cap so

difficult is the uncertainty, the fact that things can change fram one moment to the next

"For instance, I saw this car run a red light, I hit the siren and motioned the car aver. The guy refused to stap, sped up, and now I was in pursuit.

"After a few minutes of giving chase (first calling if h on the radia for a backup), he comes to a deed stop right in the middle of staffic. I skim on the brakes and skid ta a stop some six feet behind him.

"Before I know what's hoppening, he's out of



afterwards about right and wrong, but making decisions an the spot is part and parcet of the job. Consider the routine. You have to take care of so many

routine. You have to take care of so many things, from checking your equipment and patrol car, ta decling with ardinary citizens and their everyday

the car, aiming a .357 magnum at me and —POWI my windshield disintegrates. Glass is flying everywhere but, amazingly, I'm not hurt, "Even more amazing

starts to roll and it gets his attention. He forgets about me, runs after the car and jumps into it

and drives aff. I'm still sitting there, all is calm, and the whote event hasn't taken more than

"That kind at uncertainty changes you, it can't be described," notes Walls "Police Quest is my list story, almost a complication of my time on the force, It's

"Things happen to you, you develop emotional reactions to the work and the various charcters you meet an inte street. This influences whaf you do and how you ga about dains it.

"It's easy to tolk





tensions and problems
"It's na bed of roses,
believe me, because
It's the real world.
People can get shat
and die. A world that
can be all sweetness

and light, and then tum vicious and cruel. "You're palice afficer Sonny Bonds, serving the small but affluent

CE QUEST

town of Lytton, California. A slower pace than a big city, but not a bad life. Hardly any real trouble to speak af. Peaceful.

"But now a drug dealer, nicknomed the Death Angel, is moving in and spreading his fifthy wares. Crime is going up — things are



A 3-D priority effect allows characters to move both in front of and behind objects, as well as other people. Do you have what it takes to keep the streets safe?

Author's bio: Morshai M. Rosenthai is a New York-based

photographer, and reasonably lawabiding citizen. He also writes an computers, video and high-tech to a number of domestic and overses publications. Production Information: Police Quest-Sierra Online, Coarsegold, California.



Too Marry Dames owes its high-tech look to a number of Interesting, technical procedures. A story board keep all of the action in sync, and the action sides of the action sides of the models at now-digitised using Digit-Yeev Johnane, these image files are turned into DeliuxePairt 2

brushes, sized and positioned enscreen. A big advantage with

a big cavaringe with using the Amiga computer is that 32 shades of grey can be reproduced in the Interiore mode, allowing a very detailed and realistic black and white image.

Now, how do we get the dialogue onscreen? Since

dating to explore

means animated characters you interact with — besides .controlling one — sound effects, puzzles to solve, and keyboard / joystick control — the keyboard comes in handy when it's time to do something, or speak to someone.

storting to explode. There's o lot of bad stuff going down." Interactive

adventures require you to participate, not lean back and be given the answers.

Police Quest continues Sierra Online's tradition pioneered by the Kina's



POLICE QUEST

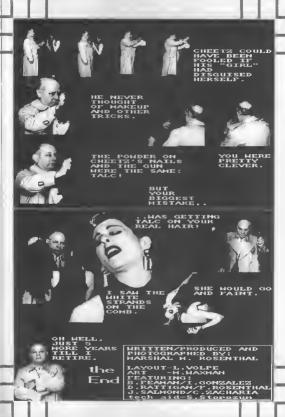
DERT TOTAL TAR.

the standard Amiga (onts are too big, this problem is quickly solved by using the Califorapher, or programme that creates and edits tonts as small as 121 pixell the frished eight screens are bundled into four pages (was acreens per page stacked verifically), and sent to the imageSet Corpopartion.





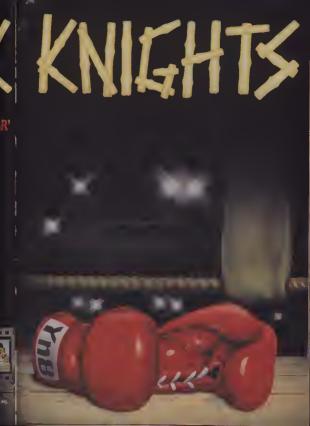


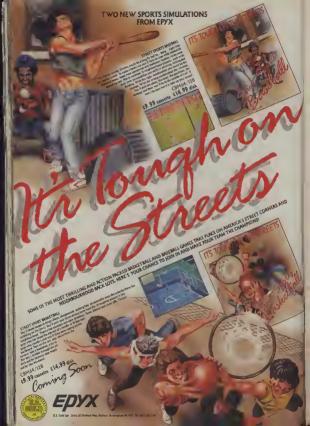


BANGKOK

'PROBABLY THE BEST CARTOON GAME OF THE YEAR'







Well, at last it's here! No, I don't meen the new games consols from Sege and Nintendo, Nor do I mean those Photon Laser Guns that the guys in the office keep having battles with, I mean summer. Hasn't it baen great. Blue skies, brittiant sunshine, lunch in the park. No wonder it took me et week to get round to writing these pages this month. Bul, with big, bad St. John breathing down my neck, I had no choice.

So, here it is. Enjoy it



THE LAST NINJA

The lirst person to write in with lips for System 3's Last Mous is fan Welker of Laicaster. Follow his advice and you shouldn I have loo many

On the first screen, collect stars, smoke bombs, a sword, a bag Don't bother jumping lha waler, as you can walk round it. When you get to the dragon usa a smoke bomb on

Screen two - collect the claw from the line in the same screen, keep going until you come to a well. Put all weapons away and use the claw to climb the wall. Use stars on the mountain part -- il saves lime. Collect the apple Iromihe cave. When you coma lo e wall going down pul weapone away, use the claw going right until you come to the water. On the stones, jump are on the elone jump right. and up again. The Nine magic is behind a rock, don't touch it

glove - This is very important When you have done this go back across the stones. going until you see a bunch of bamboo slicks. Walk into them and pick up the staft. When dragons, if you still have the Ninja magic, you will cross nol - you will Iryll

Section libree - go up and then down. Collect stars, keep going till you come to the weler Line yoursell up with the first stone and immo nobiscreen Jump right and right again, then lorward If you keep going you will come to a buddha wearing a pendant Take the pendant and go back now go up keep going Ihal way and you will eventually come to the flower Pick up the flower wearing the glove Carry on until you come lo a little lake. You will notice a bil sticking out on each side of

the lake, walk to the bottom but Section four - walk lonward and drop through the floor

The rext bit is like a maze, so lollow thase instructions carefully - down right, up right, collect rope, down right, up right, up right, down left, up right, collect apple, up right, down left, down left, down right, down left, down nahl. down left, down right, down

left, down left, pul weapons away, use rope and climb

Section live - go up, keep following path until there is a splil. Pick up the apple use the key and go through the door. Down nahl, down right, now welk up to the statue. Go round him - keep close, but, beware Up nohl, take the llower to the big gray pol. down left, down right, up right.

Section six - Now if get s hard! Up left, up right, collect bottle, down left, up left, up

vese, up right, use the bottle on the lion. You use it like you used the stars. Up noht, A good lip here is it you are low apple, collect the apple, on off collect again on section six Here there is a sort of canon, II you lough if you fly out the screen Also Iry walking up to the talescope And this is as lar as len has gol - eny one

got the real of the solution?



HINTS AND TIPS

From a bunch of guys who call receive en extra man. Here is Themselves the KTD, hackers a list of your destinations from

lo Juvenius in Ilaiv To use the ski lill gel the tools from Bonn. Take the bottle of wine from Frence to Dortmund, Take the aleenna Imm Sweden In Moneco. Take the cork to the man in Amsterdam, Ha will them to the lady on the Tower of Pize Take the Mona Lisa to Charnes and ice cream Collect £3,000 and part of the Island will appear and you will

Take the lootball from Spain Airport Spain - Pans, Pans Antwerp, Luxembourg -Amsterdam, Airport Spain Bonn, W Germany - W Berlin, W Berlin - F Berlin F Beriln — Airport Yugoelavia, llaly, Rome - Olympus, Greece, Olympus - Bern Switzerland, Bern - White warned never use this airport as you will lose all your en lickels, Moldavie -Copenhagen, Denmari



NEW G-GUARD P-PUMA TO LIFT COMPUTERS #= Box's OF EQUIPMENT IN TELLY SCREEN IN TRES (CLIMBABLE)



SABOTEUR II

Have you noticed the emazing Saboleur II map which William Rowe of Naim has sent in! Wonder how long it took him to draw, Here are some general gameplay notes for

you as well.

The best place to leave the glider is as you enter the glider is as you enter the fourth soreen. Keep running on the light ropes. The best igniting position is to pull the yoystock down and press fire in the direction off the enemy. This would seem to be the manosurve you can do quicked and most firequently. Some guards have a weak point, a smale blow of one.

ng bye will fell them. Five in screens is the furthest you can fall, only if you have full energy though The bike is in screen AB. The electric fence switch is in screen S2B. The Ninya can swim, shir to the bottom et then push up and the direction you want to frave! in

LOCATION OF COMPUTER

The box s in the following rooms contain pieces of the computer tape 29/T16/R5/ U23/U28/L13 I6 contains two codes — I18/ G31

D14/a25/B23/&2

As the levels get harder you will find the guerds end purnas het herder. Try to avoid them as you will find time is the greatest enemy — especially on level seven.

And finally some codes:

And finally some codes: Mission one No code needed Mission two: Jonn Mission three Kime Mission four. Kuji Kiri A bug in Delia has been detected by Robert Larkin of Co Dubtin. Line yoursell up to destroy the allens. Destroy destroy yourself. Remember to destroy yourself. Pomember to destroy yourself.

GOBOTS

Ronne Farmglon of Morseyside hes siguick chaat for the new game from Ariolasoft — Gobots Load the game in the screen the credit screen the appears, prese P3 and a menu appears. You can now change the following using the nght CRSR key, Grantiv. Vas. Alion.

now chenge the following using the nght CRSR key.
Gravity Yes/No land death yes/No YThrust 0 to 9 X Thrust 0 to 9 Speed 0 to 3 Autofitre Yes/No Yes/No

After choosing what you went, press raturn to etart the game



BARBARIAN

Here it is guys. The first Atari ST map to be published in any magazine — wall, what do you axpect we are the best after.

The map is for that wall wicked game Barbarian by Pygnosis Brian Webber is the man responsible for C+VG being first — again*!



ELECTRON

Here's someone who reade intros. Robert Anderson of Liverpool has sent these tips for the Electron.

Thrust—this geme can seem immensely difficult, but seem immensely difficult, but can be mastered with a little perseverance. It is best to make smple maps of each level showing the positions of all the objects. Try and destroy the limpat pode first—they only need one shot if there are pods near you, you can hear them when they title it.

near them when they tire it fakas anything up to 12 direct hits to dastroy the reactor Death Star — here is a very small cheat which makes the game a little easier — while you are praying hit Caps. Q

you are playing hit Caps, Q and 1 at the same time and the game will revert to the start of the level you are on. This is very useful for when you are collecting starbombs and enables you to buy time as the

enables you to buy time as th death star is formed. Yie Ar Kung Fu — knock your opponent out at the same

time as yourself for lots of bonus points Exploding Fist—don't use e roundhouse kick after the 2nd Dan, it doesn't do much good. A good mova up unth the 4th or 5th dan is tha

forward sweep which works very well. On the later levels somersault over your opponent and back agein, when he turns around kick him — this usuelly works.

Keyboard control is eesieet onca you get used to it. Robert would like some tips on Kerate Combat as it is driving him crazy. When he

orwing nim crazy. When he hits the opponent his energy draine — what is he doing wrong? So come on all you Martial Arts experts, tell Robert how

to beat his opponant in Karate
Combet — and remember it
must be the Electron version
Write to him c/o Maissa
Ravenliame, I.C.



gare over

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NINTENDO/SEGA/ATARI MACHINES REVIEWED SUPER MARIO BROTHERS — THE COMPLETE PLAYERS GUIDE! CLASSIC GAMES ON CARTRIDGE — PREVIEWED AND REVIEWED

ga Master System

he Sega Master System is Sega supplies one fully integrated package, containing the master console, control pads, light phase; gun, olus all the cables and wires needed. free sames on one cartridge are also included - Hang On and Safari Hunt

Hang On places you in a Hunt lets you zap jungle animals with the light phases. Sega's console is reminiscent

Set-up is quick and simple Care must be execcised in

power switch! The controllers are smilar to Nintendo's but the movement had is of non

pause button on the console. It

regular games, but it mally shines when used with the new carts designed to take

advantage of its features Also due shortly is the three slot on the Master Corsole. supply, and looks a bit like

Astro Warrior (cartridge): Go head to head with super bad luck to be an F.B.I. agent.

Ghosthucters (cartridge) Who are YOU gonna call? These slime balls are here, and

Great Soccer (carturlee) that net - all aided by the sports pad controller. There are



futuristic to aster. Cartridges are there is also another slot which meg games are created by which ought to really make the priginal games, plus arcade

stec to, but it works on

is the sport nad. This is a combination which takes the place of the regular controller. continuous action when that it can be used with the

powered spaceships. Shoot first, wipe them out before they

Enduro Racer (cartridge)

Gangster Town (cartridge) it's the 1920s, and you've the

A BLACK BELT Alex Kidd in Miracle World

(cartridge) Your name is Alex

Kung Fu Kid (cartridge). The monstrous MANDA is an evil master of the ancient art. Use his ream of terror

Monopoly (cartndge) The classic board game comes to the screen. Play against a friend

The Ninja (cartridge): The arch-tyrant has his mitts on the Princess. Time for a dart up his nose. Of course, you'll have to take on his whole army first.

Out Run (cartndge): Test our driving skills as the wind (carindge). Guess what you get to do? Fight, shoot, kill. Use flame throwers, arrow bombs, and machine guns. When all else fails — use yours avage strength. After all, the odds are only 1.000 to one.

Rocky (cartridge): Got big enough fists? You do now, so go ahead and use them to knock out all contenders to your title as Heavy-weight Champion of the World. Zillion (cartndge): You and two buddles are captured by Planet X. Switch control between the three as you smash the enemy's base For the 3rd Dimension System

Missile Defense 3-D: Use the light phaser to knock those nuclear missiles out of the sky Watch out — one's coming night at you!

Zaxxon 3-D: Flying a super-

Black Belt (cart/idge): You'll have to sharpen up your Karate Kicks if you're going to beat

Transbot (card) A scrolling shoot-em-up that allows you to change your weapons during

Marksman Shooting

(cartridge): There are three different scenes to shoot at in this one. Choose between clay pageon, moving cut-out villains and a chance to hunt big game

V SPACE HARRIER











A QUARTET

screech around curves. Some fun huh? Another Two-Mega cart

Pro Wrestling (cartndge)-Work two beefy boys, as you go for Champs of the Ring When all else fails, pull your opponent out of the ring and hit him with a chair!

Rambo: First Blood Part II

Space Harrier (cartridge)* Fight off those aliens as you weave and duck Run or fly but don't stop shooting until you've whipped them all. Another Two-Mesa.

Wonder Boy (cartridge). The evil Great King has your girl. His world is full of snakes, bats, and other icky things. But you must meet the challenge.

A CHOPLIFTER

never been more fun. Or a tougher challenge

World Grand Prix (cartridge): The cartridge not

confugers one cannage not only lets you pit your racing talent agaist the world's best drivers, it also lets you design your own racing tracks make them easy or difficult as you like Other games available for the Sega Master System are:

On Cartridge Choplifter, Fantasy Zone, Great Baseball, Great Basketball, Great Football, Great Soccer, Great Volleyball and Marksman Shooling/Trap Shooting

On Sega Card. F-16 Fighting Falcon, Ghost House, My Hero, Super Tennis, Teddy Boy, and Woody Pop

Mintendo Entertain

Operating Buddy plugs into the

The Zapper light gun brings

The Legend of Zelda: In this

W GRADIUS



The Adventures of Link: In

Metroid: As a super bounty





A RUSH 'N' ATTACK

Alley, Wild Gunman

innent System

Acclaim Entertainment is the first third party company to produce a 3D game — The 3D Battles of Worldrunner Not only can you play it just like any regular game, but flip the select switch and it turns into

Star Voyager: Free your critisation the only way yo know how hy blowing the alters and their spaces throughout the galaxies.

Bandai presents Chubby Cherbu: Poor ouy and evil demons. Watch out

Family Fun Fitness games are pecual. You run, leap and nove around on a special mai hat has sensors built into it

Capeom takes off with conversions of all their top

1942; Super Act plans to visit Tukyo, but he won't ixe treated as an invited guest

▼ TROJAN



▼ COMMANDO



100 E 140



A WORLD RUNNER

used with Nintendo sinew 3D system. Acclaim's games are

The 3D Battles of Worldtunner: Play normal, or wear the included red/green glasses for a 3D effect. Or opt for the liquid crystal way and really ge off on the action. Keep your Space Cowboy from falling but to the property of the property of the pass or the mouths of alien.

Winter Games: Split screen action and multinational anthems highlight the events Go sledding, or try to avoid landing on your head in the sk event.

all he wants is something to eat. But along the way, you'll have to help him du good deeds, and avoid firecrackers

you better have if you'n't to wir the Tag-Team wrestling title Cleves moves will whomp you foes, but beware of the electrified ropes or floor of ice options — could be a good time to jump out and let you leam mate take over!

Ninja Kid: Find the scroll and restore tranquality to the land Oh yes, along the way you'll have to fight enormous fires



A LEGEND OF ZILDA

, and comispond n as you play the ying games

Athletic World: Jump those hundles dodge wild brians, ho from log to log. Tired of that? Then go for a rafi cruse down river or spinit through a deep and treacherous tunnel.

Stadium Events: Participate in rout events, with up to six players competing against ear other or the onscreen "buddy". There 5 100 Metre Dash, a 110 Metre Hundle event, a Long jump, or a Triple event, a Long jump, or a Triple.

e many enems, air attacks

Commando: Shoot, kill Destroy the evil army Don't let up until you've freed those lostages

Chosts in Goblins: It lough taking on the demons of the night. Just make sure your knight doesn't get so scared he jumps right out at his armour

Frojan: The tirulal king has many followers. But a master of the marital arts, with shield and sworld in hand can varioush all.

only and no occur 72

GAMES MACHINES Nintendo Entertainment System

continued from page 71

Data East offers the following: Breakthru: Can vou tetrieve the dolen secret lighter plane? of howle renegades

Burgertime: It's Yum-Yum trine as Chef Peter Peter while making his perfect. into a vegetarian." E

Karate Champs Sharpen Nour skills, periect your ains. Then let loose rearrs I your dopponent with moves of speed and Stoll, Al-vatal

head when the ref turns his

frem Corp. presents Kung Fu-II: The martial arts master tetums for new challenges

Sanon: The aliens have sunk most of the cities, and a large herdentast of the population the underwater city?

Gradius: The evil Bacterions ark up to no goud Pilot the Warp Battler" through hordes bi mighty apposition, and blast

Daniel San through a senes of challenges, obstacles and hazards. Get in there and fight!

SNK hrings you Alpha Mission: Prlot your spacecraft through screen after screen of dangerous aliens. All intent on your destruction.

fkari Warriers: They're tough, they're beefy. They've got guns and grenades. Don't get in their way, no matter how The Ikan hows are going to wipe those enemy soldiers right

off the face of the earth

for this game of outck reflexes like defences in an alien space

Flevator Action: work your way down the enemy building with evil agents every step of

Elevator Action: Work your one tough Samurai dude. He stars like popporn. Whitling his swords like a lawn mower, he must rescue the Princess from fire-breathing Monks, and other haddies.

W BANDAL'S FAMILY FITNESS



W 3D GLASSES













AATHLETIC WORLD

Karnov: That folly fire-Babylon. Help the obj.horclimbs, ties, and incindrates,

Kid Nikl: One pint-sized sword The Stone Wizard had better beware. The results are brutal.

Tag Team Wrestling: Teamwork is the key, but a punch to your opponent's

American POWs are getting mightly bored. It's time to tear flut amigured car apart,

Track & Field: Take on all and wellpower Toss that lavelin, sank arrow after arrow in the bulls-eye, and then astriund them all with your

LIN Toys presents: The Karate Kid: Guide

Rush/n Attack: Those Sun Corporation shows

Sky Kid: You and your occasional friend, Blue Max off on an exciting mission.

Sny Hunter: You know what enemy autos, and one tough fraught with death and

Taito presents more arcade

Arkanoid: A special two

Renegade: Don't let those boods take over the subway. the docks or any part of the

Techmo offers the following Rygat: This legendary warnor restores peace to the land by night-stalking and

Solomon's Key: You and Dana the Wizard must unlock peace and order

SEGA

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for you to find! GAMESI GAMES! GAMES!

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3-D VISOR GLASSES Get more out of your game -

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World Grand Prix 19 | Super Tennis 12





F16 Falcop⁵⁰

Out Roots

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Hey YOL* Want to be the first person on your street with a wrand new Sega Master System. Want to be the first person on count street to have a ropy of Our Run — the number one race game—to play on your Master System? Of course you do And only one magazine can give you the chance — Computer and like of some.

Thanks to Mastertronic, the people who are bringing the sensational Sega system into this country, we can offer one

 The first prize winner will get a complete Sega Master System PLI S a copy of Unit Run, PLI S a mystery game

10 second prize winners will get a Mastersound video
 40 th rd prize winners will get a Mastersound music tape

20 fourth prize winsers will get a special coffee mug
 10 runners on will get a grant Maxiertronic poster

To get your hand on the mega prize all you have to do a obtentify the six segments of Sega games gratured on this page nawer the simple the breaker question and then rush your enticouperium, 14 Hickham Rund, Orton, Southgate, October 18 4 2 2 2 2

Normal (+ VG rules apply closing date is Septen ber 16th

Now, get into grar, fill in the coupon and race down to your nearnest post too before the rest of your street gets the same ofea!

TOTHER CLUKS

■ Dr. Lis, A) Space Harrier R) Chouldton C(Rossie*)

Pu 2 is A) Jet Set Willy R) Quartet C) Boulderdash?
 Di 3 is A) Fight Night B) Frank Brino. Boxing C) Pro

Wrestling?

Pr 4 n- A) Commando B) Ikan Warners (*) Ghostlyiste

Pic Sets: At Wonder Boy, B. Mgrarle World C) Mano Bros?
Pic Sets: At Wonder Boy, B. Mgrarle World C) Mano Bros?
Pic Sets: A) Slao Fight B. Astro Warnor (... Hades Nebula)





















+VC/MAS	TERTRONIC	SECA SYST	WOLD WA	DETTTICE

Vame_____

Age______Computer owned (tick box)

C64 Spectrum Alari Atari ST

The Sega games are:

The car featured in Sega's Out Run is: A) Porsche B) Ferrari
C) Lotus (ring your guess!) Video: VHS
BETA
(tick box)



atari XE Game System

tán doesh Elike to belleti but. With that In mind they not compatible with any other introduced the XF Lame System. A late entry into also elsé Atarr's gol name market leven though they started of all with the 2600). Atán bas Séarnetí friantha

want And delivered . The XE Game System is a rendvated XF compoter. orale pobsole accions game cardridges which contain loves 156K orbrophics and sound. These games are both opgineds t to well as conversions from the

Archon (Flortroom Arts) Chèss lor arcade fans, Fight lor contratition and what sames poétice with swords magir Ballblazer (Luc as Film

Gathest: 3-D effects, turn this fatúristic soccer game into a rabiot drones get in your way!

Assexpected, these carts are

stem, nor vice versa. But

Battle Zone (Avant: The lantiscane is barren, with only an active volcano to light the way. Can you manoeuvre your

territory Don't let anybody or

Desert Falcon (Atan): Pilot against great odds in the land

Die Due (Atan) Help DD be careful of the fire-parrots.

and other danger Fight Night (Accolade) A low blow may get you tossed out of the nng, but who cares? heat your loe to a pulp

Food Field (Atam). Take care and for all. Give them an eye

this nne

Moon Patrol (Atan) Avoid the many traps and aliens, as you drive through the bleak

Ms Par, Man (Atant: She's cute as a button, but hungry for those power dots. Watch out

One-on-One Basketball (Flectronic Arts): Just you and

Pole Position (Atari) Are you good ennush to reach top position? Cet behind the

computers, with more on the way Arkeyboard unit can be attached to the garrans console W FIGHT NIGHT

▼ POLE POSITION



▼ FOOD FIGHT





A MISSILE COMMAND

when special commands are needed like for Fight Simulated In. A light gun alsocomes with the system, as well as the "beloved" standard. Atati jovstick,

carradd an XE'disk drive, titus disk softward dirittle market And speaking of software, if s. the games that makes Atari's melludelt with the system Flight Simulator It, Missile 'Command, anti Blast 'Em

AMS PAC-MAN

tank to safety, while wiping out full ol dessert

Caverns of Mars (Atati) A swift descent against terrible ddds Destroy the Martian

héadquarters and escape. . Centinede (Atan): Buss. hugs, bugs Can you keep the garden free of them?

Crossbow (Exidy/Light Gun) Paptect your Inends as they pass through dangerous

Galaxian (Tarto): Forget strategy -- just blow up all those alien spaceships before they take you out

Hardhall (Accolade): aseball the way you like it

Midnight Magic

(Broderbund): Try your hand at a wild pinball ride. You're going to need quick reflexes for

driver's seat and find out

Rescue from Fractalus

(Lucas Film Games) Can you to smithereens? Be careful of alien traps!

Robotron (Atan): Blast those invadors to toony weeny bits

Star Raiders II (Atam. The aliens think they can take over your galaxy. They've got another thing coming

System

▶ WORLD GRAND PRIY

- MACHINE: SEGA MASTER SUPPLIER: SEGA
- ► REVIEWER: PAUL Sitting on the end I can almost smell the high octane fuel 11's

into gear and bit the throatle racket. Squeals on wheels, in

At last the tubber gaps the tarmac and I'm off like a bat exhaust trails of the other cars Hat pursuit, I just love it

The controls are really simple. Hitting the button puts up the revs, moving the high and low. Moving the stick Easy? In theory, yes, but I lost

and crashes I had before I was able to compete at any

Across the top of the screen selection and the track. Your moving blob it pays to keep an

vitti can design votit own complex as you like. You are provided with a series of track preces, straight, curves and straights with as few curves as

high speeds action. Great graphics and

- SOUND
- ► PLAYASHITY









HANG ON

- MACHINE, SEGA MASTER
- SUPPLIER: SEGA PRICE: EREE (CARD) ▶ REVIEWER: PAUL

Hang On is head to head, high motorcycle, the Fearless 4, and', fimits are out the equally powerful Sizzler 2. And I comes free when you

buty the Sega System enables you to hang on

levels each consisting of eight

stages gears - low, second and high down selects the gear. It's also used to control the hike Title used a brake and accelerator.

Each stage must be completed within a 60 second clear the stage with time to

addodto-the new stage

The five stages of a course ate circuit, seaside, monument valley, city alght, circuit and tinish line: If you manage to /

kilometres large 'The diktumes tob right hand corner of the

The points sporing is based spend, the bisher it is the more points; passing the Sizaler gets under lime lunit earns 11000.

- Ethought Hang Cin would just be the bike version of World Grand Prix but I was

Speed-merchants/who/fancy a head to head challenge . against the clock go for Hang

► SOUND ▶ 'GRAPHICS

PLAYABILETY

intendo

PRICE £19.59 * REVIEWER JOHN

At last ta calmi, helasting grategy game on a console habber knownijos atcade =

nourse you liffind play easy! Theligh left courses of the about your scoke, how welfyou're doing against the pan of you'll need to hole the beil and reight nons and a putter Il you

nerialised two strokes - 50 ddit't but it into the woods pdnds, rivers or any other one point. There's also a folimula to help you get out of about holes showing the distances from the fairway and

benker you'd have to make for ebich shot using a particular cluß. The shot instruction book - the short in my view for the complexity of this type of same - also give a full bit d's eve ylew, of the course and its 18

Enies. The game does not conform to'all the rules of the real game In figurestance your choice of strength and the ferigin of shot "clubs is limited to five woods,

Wild Gunman

C.DD ATTENDADA D.DD

GAMES CONSOLE SUPPLIER: MATTEL PRICE: £28.50 REVIEWER: JOHN

Some lose their hats, some lose their pants, some lose their of the light gun in this game you can get revenge on all those awful spaghetti western actors. Just imagine them in your sights and press the Ingger

Wild Cunman is yet another oldie from Nintendo but. desoite its repetitious nature,

Cuy, and have the tall, thin Game B is more of the same. two gunmen who draw at the same time. They do take a few seconds out between velling 'FIRE' and drawing their guns but you have to be pretty

Finally, Game C, changes saloon. You have a limited number of bullets but, unlike the other two games, you can doors and draws



The window, beneath the words, frans and duttersyquicontrol and, then press the A Control three times to make a atclub backswing, Mesecond to stanthe down swing and Ne.

The window on the fight of the screen an el a bard's evel you can'change its posttion of you want the ball lo go,

The roles are fairly which fire you'go out of bounds wou're

Wete in a real game you'd Plants to war with that little selection but, after all, this is an arcade same and we shouldn't expect miracles of the real If you're just after a good

true, Golf will probably be eaqueh, but if you want a no fields' barried simulation you'll emputers. Wind variance and weather problems just aren't in tinis Nintendo game

▶ TERAPHICS ► FOUND ► VALUE **▶ PLAYABILITY** oun, and there are three types

Game A takes place in the desert where a number of somes are after your blood

FIRE'. The timer starts and you've got to have them already lined up in your sights opponent will blow you away finger twitches for just that second too long

Five characters are involved in the plot to gun you down If knock off the Mexican and man in black, floor the Butch

A as a practice range - but,

repetitive, it's great to be able to switch to C, and a different location. It would have been better if the same action was more varied - gunmen on horses for instance - but you realism, even if it is antiquated

But, with luck, Nintendo some real action

SOUND ► GRAPHICS

► PLAYABILITY



New

tem

GAMES CONSOLE ► PRICE: £19.99 ► REVIEWER: JOHN

Faster than a speeding hullet aunch position and into the three-screened punhall machine.

The ball, shot mto space by by the length of time you hold the control down

The main area of the machine is divided into two pair of flippers at the bottom of the screen. Left is flipped with

screen A, at the top of the

penguins and balancing seals features, which you can only fortune to pop into a hole at the bottom aght of the A screen Instead of flippers you've ant which'll catch the falling halls screen if you manage to walk

The bonus screen also of coloured, numeric lamns which change colour as the ball bounces between Mario bumpers on left and right, If you manage to turn the larens

Mario under them in time

Excitebike

MACHINE NINT SUPPLIER: MATTEL ► PRICE: £28.50 ► REVIEWER: IOHN

Bike Facing games, especially horizontally across the screen 1 lost their cred points when Enduro Racer appeared but a Excitébike has enough track

entertaining, if dated game R's a one or two player game, played on one of two your own and save your track hack to play more. The second, more difficult track just, adding byter improvious,

dumber one on both boltant simple The suithdec stores 20 preset Wrights of track (which you

combinations: The thisplay the empty road. You move it along to the spot whelm you went an obstacle- move the letter, A to S. which and compfiel bble of timey petch unto the main display;





the control pad while the right is moved with either the A or B. button. The latter part of the set up can cause confusion at the two buttons have different meanings and a short mental control leap has to be made before you get into the game

Allhough you only have two sets of paddles - there are no single paddles in this game involvement is made up for by features. There are two sets of numbered targets, cards that'll flip over if you hit them, and four 100 point bumpers. On

Table, small chicks are hatched

from eggs when the ball hits. In

on in the same colour, a lady at into peril, which means extra points for you. Eventually that gap becomes loo big to jump you move Mano under her and when he catches her you get a

won't see the new features. which are appearing on the latest coin- op games but, if you can't afford one of those in you provides an excellent

▶ GRAPHICS ► SOUND ► VALUE

► PLAYASILITY



route. The obstacles are the same no matter which track ontion you take. There are seven hill gradients, a rumo : barrier, oil spots, multi gradient, like an oil platform.

You've got two speed control -- one ordinary, they other turbo - and the use of

one or the other at the right time will determine whether you do a wheelie oi crash. Over use of turbo also makes

the engine overheat so it's best i one'. I where there are no mud or off. slicks to slow you down, or over several hills if the engine heat monitor is less than halfway red

riders, and away you go. Excitebrile were not too bood. This seem sooned of similar products before and the 3D perspective plantes have landly.

taken dury from them 'But, this' race, same has the advantage of .. range of objects. There's not Mattel tracks' but there's. allway while and iction of

contantly-trying to his number

▶ GRAPHICS ► SQUND D VALLE ► PLAYABILITY

SUPER MARI

It's the game that's kept the entire C+VG office in chaos for weeks, Yup! It's the solution to the incredible Super Mario Brothers - well almost!

The C+VG team has been working day and night to beat the game, and we've almost done it. You'll just have to finish the last world all by yourself . . . if von can!

Super Mario Renthers is a very long game, and if you're going to over get to the end of it, you'll have and quick! to make use of the cheats and short cuts the programmers have

put into the game. Well, let's began at the beginning, World 1-1 should present no problem. First of all collect the mushroom hidden in the second flashing question mark on the first screen and then, meteral of having to waste time overnor the whole world, duck down the tabe which is just beyond the first pair of monsters

You'll now find yourself in a secret underground room full of flashing gold coms. Collect all the coins - once you've got one hundred you'll be given a free life - and walk out of the exit in the corner. You are now at the end of the first level. Run up the starrs and mem from the top onto the

flag pole for maximum points. The reason why you sometimes get fireworks at the end of a level is stall a mystery. The instruction manual is frustratingly vacue about everything.

The next level. World 2-L is the first underground scene and is omte a bit more difficult than the

previous level. The first thing you must do is get some fire nower --

Grab the fire-flower hidden in the year first flashing question mark and you will be able to blast these nasters out of the way.

Jump across the back pollars and wor'll come across a monster trapped between two walls, Squash the monster by dropping on it and then mmo underneath the single

Just tumo up and down to break a hole and men through remembering to shoot any approaching monsters. A little forther on you'll come to a small chasm, with a small ledge above you, Jump onto the ledge, you should now see another ledge on the right hand side of the screen. covered in sold cons. Junto over the can collect the coins and bash two or three holes in the ceiling above you. Go to the far right-hand side of the ledge and sump up to the brick above you, run back along the ledge and then jump through the hole you created

> mashroom moving fast across the accomplished, you will have gained yourself an extra ble Run along the top of the screen

earlier. There will be a small

marked 4. You have now been warned to the fourth world

Congratulations! Things now start to hot un. New bayards unclude a smiling cloud which drops spiny monsters from the sky - they can prove yery painful for poor Mario. The best policy on this level is keep moving as fast as negable. The only thing: that is worth stopping for is another free-life mushroom. Half way through the level you'll come to a ledge concesting of four flashing onestion marks in a row which you have to bit with Mane's head. Once all four have been knocked, ramp onto the ledge and position Mario over the third back and lump into the acr. A brick will appear as if by mastic, and an extra life mushroom sall emerge from it. Once you get the mushroom, it's a non-stop



herek above you. You should get ten or 12 cours from it. There are very many of these bricks around the game, and many of them are invasible. So make sure you give everything a good head butting -

Now we've come up against the first obstruction - 2 solid wall

until you come to the two elevators Jump on to the lifts but make sure that on the second one you jump back up to the top of the screen where the score is donlayed Keen wanter along and even if it looks as if there is nothing you'll come across the game's next short cut - the Warp Zone

There are three tabes here and you should go down the one

sprint to the end of the level. Level 4.2 is another underground scene with a very surprising plant growing in it - 2

First of all you will have to necotrate several chasms - it should be no problem by now and once over those obstacles you wall enter an enclosed tunnel. Run







players guide

BROTHERS

down the tunnel polishing off the monsters as you go. The screen will now open up again and you'll find warself in a morn full of the flashing question marks. Jump to the ledge on the right hand side of the screen and immo onto the left

and drop off it on the other side. Above you you will see a lime of bricks. Jump up in the air below them you won't be able to reach them but several bricks will appear and you will be able to use them to reach the highest row. Go underneath but them with Marso's bead and a vine will arresar Climb un the vine and you will enter a homus screen filled with more cours At the end of this screen you will come to another Warn Zone Down tabe number 8 and you've warned to the last world!

Not surprisingly things have



the middle. The best way to deal with this is just to rug very fast at mushroom as it drops down. il and some nobt at the edge Dou't push the B button down because it will make you over shoot

and send you plusting downards The beginning of level 8.2 requires good timing Jump over the first bouncing turtle without touching it. Wast until another turtle comes hounetest down the



The rest of the level becomes an obstacle course of bullets, beetles, and houseing monsters. The one particularly difficult feature of this

wide to jump. First of all drop down onto the nearest of the two nillars before the gap and then press the B



than it first appears, Jump over the bullets and cannons - but. remember to keep your fining absolutely perfect. The next problem are a near of harmon throwing manuters perched on two level as a chacm which looks for too platforms. The best way to deal with these two is to stay close to nearby tube, where the hammers can't reach you, and wait until both of them have left the ground



started getting tough, Flynce turtles, huge bullet firing campons. piranha plants and black beetles. come at you all at the same time. You're going to need a lot of dextenty to get past this level. Practice is the answer.

The one particularly difficult feature of this level is a huge chasm with only a small column in



you should then run up the stars. avoiding the spiny creatures as you 30. Jump off the top and you'll come to a trampine. Jump onto il and izmp straight up onto the air And extra life pushroom will now appear and start moving along the highest platform. You should non along your platform, avoiding the usual



botton to make you move quickly - don't worry about the small gap between pollars as you'll inst. walk over it - and when you reach the very edge of the second pillar you should same! Once across this problem the end of the level shouldn't be too

difficult to reach. World 8-3 is much more tricky



and then run underneath the platform - you can la'll them by banging the brick they are standing on. There is also a mushroom hidden inside the Inched platform

A little further on there another two hammer throwers and the same technique will work here. Later on in this level you find three lone hammer throwers and you have to avoid the hammers and jump on top of them.

And this is as far as we can on! The last level is a maze of tubes you must climb down - they must be in the correct order or ven'll wander around forever - and you'll encounter a swimming level And that's as far as we've reached. Can you beat it?





players guide





Bored with waiting for Firebird to releaso Ster Trot? Wo are! Still, to koep all you Trekkies happy we've erranged e special Star Trek competition with the holp of our males at Titan Books. If you can't play the geme at leest you can read about the ciassic sci-fi edventures of Centein Jamps T. Kirk and his crew. Boldly go where no C+VG reader has gono before end onter this cosmic competition!

Just enswer the simple Star Trek quiz end e starship full of goodles could be yours!

· FIRST price winner will get the new Star Tree Compendium, packed full of fascinating lects about the TV show and films, togethor with a complete show by show quide and tons of pictures. PLUS Mr Scott's Guide to the Enterprise, an incredibly detailed "c.far-maggal" for the Sfarship Enterprise, PLUS a full set of the Stall Truk rovei That for should keep you busy for a law light years!



Three SECONO prize winners will get a chay of Mr. Scott's Guide to the Faternrise

· Five runners-up will get a conv of the letest Star Trek novel.

Now on with the questional Answer them end mail your answor via the nearest Star Fleet transporter beam to Computer and Video Games, Star Trek Competition, Priory Court. 39-32 Ferringdon Lane, London EC1R 3AU. Closing dote is September 16th, normal C+VG rules apply and Mr Spack's decision is finel.



1. Nemo the pop band who recontly had a hit with tho terminally droedful Star Trekkin' sono.

- 2. Name the Communications Officer on the Starshin Enterprise.
- 3. Name Mr Spock's Vulcan fether.
- 4. Name the giant creetures leatured in Star Trek IV.
- 5. What does the T stand for in Jemes T. Kirk?





Name Address

My answers are:	
1	
2	
3	

EBIU

dventure through a complex and colourful Oriental world of magic, mysticism and intrique Moeblus – fabled detty of the Island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Delestial Harmony from the

Footuring superbly animated martial arts and sword-flighting combat.

Moeblus is far better than other Far Eastern adventures. Strategically

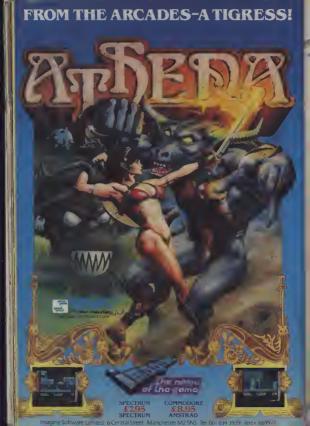
cares you through the realms of earth, Water.
Air and Fire: The dynamic playfield changes
constantly as you travel across 26 to aim types,
encounteding earth qualities, rodicilide healty rains and heat waves.
Crephics are top notch and yet can ceemiblicate with all the townspropte.

Strategy planning and quick thinking are essential to reach the final confrontation in this engaging and unique fairthey

Moeblus fills both sides of two disks and is available for the CBM 64. Arrige, AtariST and Apple. Prices from £19.30.

SYSTEMS INC

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DVENTURE news

Among three juture releases announced by Inlocom, more of the famous Zork, which said over one million captes, is promised. Bevond Zork, written by Bridn Motlarly, teatures Infocam's new interlace syslem, in what would appear to be a combination of roleplaying and hadilional adventure game

With window displays to show what weapons and tools the player is carrying. and special lunction keys pragrammed for tighting batties, the player will stort off setting up his awn character. In terms of strength and endurance, elc belore setting out in search of the labled Coconul of Quendor

According to C+VG's source, Beyond Zork will be avallable for a restricted ronge of machines, which does not include the C-&4.

Nord and Bert Couldn't Make Head Or Tall Of II Is the unlikely title at a new game from Jeff O'Nell, author of Ballyhoo. Described as a anne of word trickery and double meanings. NARCMHOTOI will consist of eight short stories

New Infocom storyteller Amy Briggs will be making her debut with Plundered Hearts a 17th century adventure set on a schooner on the high seas. The reading of ro mance novels, and details at 17th century costumes and ships, has been part at the research underlaken to provide the background for this adventure, in which, it seems. the player will be unable to control her passion.

Beyond Zark is due for release in the USA in October. the other titles, in September UK release is expecied to tollow some six to eight weeks later

your compuler screens In the next lew Fortunately, they are so play-

weeks. Programmed by Oxlord Diallal Enterprises versions for the Spectrum Amstrad CPC. Commodore 64. and BBC micros will be released by Mosaic Publishing during October, to ba lollowed a month or so later by a Amstrad CPC/PCW disk yes. slan

Combining growthic and text. Including toon driven tealures in a scrolling office there will be elements of stralegy and degislon making in the game, which covers a five day period in the life of Jim Hacker Each day will toquire a separate food

A series of campletely new scenarios has been devised for the game, and scriptwriter Tony Jay has been keeping an editorial eve on the game's development. A new TV series of Yes. Prime Athlisled is also scheduled for late In the year, and the BBC has ligised with Mosaic so that its timing ties in with the release of the name

The faunch promises to be an Interesting and amusing event, with a number of real MPs on hand to play the game, and see how they would make out as PMI C+VG will be there!

Very big high-quality adventures are always welcome - and lend to be released every couple of months or so. However this month has seen the appearance of Level 9's Knight Orc coinciding with The turking Horror from inlocom, and all close on the heels of Station. fall, Bureaucracy, and Guild of Thieves. The trouble is that these games demand for more playing than the average adventure, for a suitable

After all, it you're paying t20 ar more a throw, you The BBC comedy httl. Yes, want to know a bit more Primo Minister! Is due to about them before you decide whether to shell out.

able. the extro reviewplaying comes as a pleasure ** - it's the reduced time availcalumn that becomes a nightmorel

Clive Bull's LBC programme on a recent Sunday offermore For the first time Paul Coppins and I decided to throw coulinn to the wind. and leave our liles of solutions behind, just working from the database printaul and memory. And quess what? Brilish Ralt decided to corry out maintenance on Paul's line. Paul arrived too igle, and there was I with only one half of the memory reguirements? And it's hinny Isn't ti. how the auestions that one can't answer always come in runs, leaving an embarrassing sequence of grunts and 'er'sll Still. It was nice to speak to so many who

This issue brings the first of the Fiend's 'offernative' looks at adventures In the shape of an adludication over Matthew's Savage Island review To keep him out of harm's way over the next lew weeks have sent him an unusual budget adventure an which to comment - Inspector Flukeit, It has a somewhat 'Sherlock' teel to it, with Independent (?) characters who deserve the sharp analysis Kings Quest adventure series available only by the Flend's that has proved Immensely huge Intellect

phaned in.

Also next month Matthew and I will be bringing you a grophics included in Kinas complete rundown of whal lo Quest takes place in the look out for in Adventure, at kingdom of Daventury. The this vegr's PCW Show C+VG player must help Gwydion. will be out a week or so slave to an evil wizord overbefore the show - so make came his servitude and persure you are not without your form brove deeds, sail the copy before coming along to seven seas with a band of meet us, and all the other merry sallors, and come tace people in the adventure to lace with Medusa and the

The Sarien Encounter, comes from the progrommers at Kings Quest able for writing the review # and The Stack Condition itsell, and completing the and is a humarous tale of actron and adventure set in deep space

If Introduces Roger Wilco. There was a reappear- sanitation engineer turned ance of the Helpline on space age swash buckler As fuck would have it wilco pecomes the sole survivor aboard the research thin Arcada and the last hope los his planet, Xenon.

His mission is to search out and destroy the super-sector star generator which has been violently stolen from his vessel, then carry out Arcada's tirst objective -- Initiate a new stor for his dying planet

Kinas Quest III and Space Quest will be available to July for a wide variety of computers including Apple II series. GS and Macintosh, Amiga, Atori ST IBM PC series and MS-DOS compatibles. The suggested retall price is £24.99 for Atarl ST and £29.99 tor all other systems

Activisian are releasing wa Sierra On Line Illies. Sierra has built on enviable reputation in the states for tantosy role playing dames with chart hits such as Kings Quest and The Black Cauldron, The first two titles being released in the UK by Activision are Space Quest and Kings Quest III.

Kings Quest III as the name supposts, is the third in the popular Stateside

Featuring the 3D animated Abominoble Spowman





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a software Days and the company and reserve years ago first concerned the deletic and software colored to deletic and deletic colored to deletic and deletic colored to deletic colored

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ADVENTURE

preview

hat is it like struggling to make the grade in the competitive world of adventure software? How does one go about setting up a full-time business, and what are the pitfalis?

Over the past year, Keith Campbell has been following the progress of two adventure enthusiasts who have created

adventure enthusiasts who have created Smart Egg software, and reviews their first big game — Rigei's Revenge, a budget adventure from Masterfronic.

Nigel Broaks is not only an adventure enthusiast he is a businessman. A couple of years ago, he decided, together with his friend Sald Hassan, to write adventures for commercial sale.

As boys, Nigel and Said were friends at a Prep school in Purley, when both their families moved home. It was quite by chance that theymef up again at the age of 11, at Brighton College.

Said went on to obtain an A-level in Computer Science, and then spent a vegr at Natfield Poly before dropping out and deciding further study was not for him. He gat a contract in a telesoftware project at **Brighton Poly, developing** software for transmission local schools. At the same time, he was writing educational software and freelance basis, for Leffs Dairtes, But O-level revie subjects on the Been and Spectrum are not great money spinners, Said discovered, and so more and more he spent his spare time doing what he enjoyed

most—playing adventures. Meanwhile, Nigel, boo boa a Spechsum, and a copy of the Bull. He fired out a few Ideas using III, and showed the results to Said. Sold liked what he saw, but they both agreed that they be a said to be a

Migel, unemployed, decided to set up in business as an adventure software company. He

RIGEL'S

nd reviews their first betwenge, a budget fronte. Iooked Info the Enterprise Allowances Scheme, and discovered it was possible to get a weekly payment of 5.40 for a year, plus tree courselling. But first he had to demonstrate that he had to the scheme of the demonstrate that he with the with the scheme of the

become necessary. Nigel being strong on knowledge of adventures, had little difficulty in should little difficulty

on £1000 to support the

business. If and when I

think, are well justified, and although they see the televillation of the system of th

Bul knowledge of the primary subject alone in no enough to run a business, and so when hilget's proposed company was accepted under the took a number of short courses to help with the business side — such as finance and marketing. Consistency in an

adventure is one of the priorities of Smart Egg, and that means objects clearly visible must be supported in the program. Their parser accepted two-word Input, and they decided to test the inetite of their system by increating Celosaci Cave—with a tieve vendions—on a Specinum. Their mad step would be to upgrade the passer from two to three-words, but possibly no further, singe they feated that the cost of supporting the extra words for grant to words to majoritally considered that the cost of supporting the extra words for grant to words to majoritally considered may the limit the cost of counselency might limit the

games themselves Although it was not thler rtainal intention to publish Adventure' (their version of Colossoft they were so pleased with the end sessit that they offered it an roal order themselves, of the some time approaching a number of publishers, and sent out review copies Typical of the replies received was one from Audiogenic, which, perhaps predictably, concluded that the Crowther and Woods game boa been done to death, Nevertheless, If expressed an interest in any future adventures the pair might come up with

migricome up wim.

More encouraging,
however, was the reaction
of Mastertonic. Again, none
too interested in
'Adventure', Mostertonic
was so impressed with the
way if performed, they sent
Nigel and Said a storyboard
to evaluate, with a view to
peoducing the adventure for
them.

Good news was soon to follow. Instruction Software accepted 'Adventure' for publication on their Players budget label, and the good software softwa

visit the Iwo firms, to ascertain projected sales figures

and likely returns, and negotiate the contracts

When I visited
Smart Egg for a
progress report, Ross
demonstrated his graphics
In a preview of Riger's
Revenge, they were truly
impressive in concept. But
for Nigel and Said, there was
something at a crisis in the

The Mastertronic contract deadline for the Spectrum version was two days hence. If was ever so nearly

REVENGE

to complete the game! Just to unsettle Nicel o little further, he sent him a postcord fowards the end of this holiday savina-

AND ATARI PRICE CASSETTE S.1.99 REVIEWER, KEITH

The Rigellian war raged, Narper dropped down from the

explosion ripped off his from Elliott, lying mortally Infured.

The Rigellians have a downsday device. They olan to use if to devastate the planet if they lose the war. He urges Harper to find and destroy the device Ne is halfway through feiling him how, when he dies. Namer finds the town in ruins, in the grip of war. Shaffered flexiglass from the dome which once andiosed the town flee everywhere. Rubble, balkicaties, and broken wireigws great! around. He sets off in search

phane call elicited a multiplicity of regsons. execuses, and procrestingtion getting bitter-state le in the committee gomes business become millionaires - by not

paying any royalties!" If took a lot of chasing and Nigel really had to make a nuisance of himself before he got a cheque for a mere \$183 "I know they've sold more copies than that, but they now say their palicy is not to pay unti

they have been paid by the distributor." Nigel has become very knowledgeable about the

form different companies! contracts can take and what to look for in them, as a result of his experiences

"Can you see the day when you will be able to live on the business?" I asked knowing that anytime now. the Enterprise scheme allowances would be running out, Nigel was philosophical...'No timi

can really expect to make a profit in its first year," he sold, "It jakes time."

Patience and a modest fleahclot investment ertainly seems to have chid-off for Smart Egg. After g year or so selablishing themselves in the Adventure world, things dg of last seem

to be authoring momentum for them

REVIEW

SUPPLIER: MASTERTRONIC/ SMART EGG MACHINES: SPECTRUM COMMODORE 64, AMSTRAD

scoutship. An nearby night-sight goggles, pluriging him into darkness Mearby, a moan emanated

of the device, and, of c help him in the foul o The graphice are not

me sly representations the locations — they actually contribute to the game. For example examine a door that has you womed, and you will gel a couple of pictures - a distance shot, and a close up of the handle revealing a fron. All instantly displayed, and removed from the creen for the resumption of lext play.

The problems are there. and although some toke a bit of thinking about (the first ane had me worrying for of ledst five minutesi) none of them are too difficult, and the vocab and attemptive commands allowed do not wirete the solving process.

Some of the replies have a footnote reference to them (shades of Infocomi), Type in FOOTNOTE 2, and you will get advice to write to an dventure Helpline, If you can't solve the problem in hand! The way this is handled is yet another perample of what sale the

game apart. Despite its somewhat artm theme, a sense of humour sgion becomes apparent. when, for example, Harper gets lost in the desert. There b obviously a clue in the sand that will help get him

back to lown - but EXAMINE SAND does not give #

The game has a RAMSAVE and RAMLOAD tocility, as well as tope. Despite being non-Quilled, there is sa much held in memory, that the adventure comes in two parts, and dola must be tope saved to move from one to the other. Once into part 2, however, a restart is possible with that part, without having to reload the sayed dofa.

The character set is very cleany regible, displayed as white on block, adding to the very professional

be one of the highest quality budget title lever! The only Thing facking is its price — of £1,99,89 a snip. If Masterhonia coldinue to

elease adventures of this quality at this price they suid well revolutioning the assette-based a eventure arket. Go out and buy it

VOCABULARY ATMOSPHERE PERSONAL P VALUE

ready, but Said was booked on an evening flight from Galwick the following day, for a fortnight's holiday in Yugoslavia. Sald worked all rough that night - a 25hour stint in all - and folled

coursel If was now mid-May and with "Adventure" on the market for a good few months, the guarterly royalfy payment from Interceptor was well overdue. Phane coll alter

"Decid-

ed ta stay

anter another

forlnight," Ne was loking, of



ADVENTURE Here if it. The one and only

Here it is. The one and only Adventure Helpline. IHE place to get ALL the hints, lips and solutions you could possibly need. Need a helping hand? Then check aut KC's all purpose problem

Every month the Helpilne mail brings a diversity of problems usually centred on a moving window of currently popular games. But every now and agoin, it seems, pethaps telepolitically, a whole hast and adventures a gother cround and adventures a gother cround mail to the problem, and that of it must betting problems, and that of it must betting problems. It was daying along the she-bear in Colour of Manach

in Colour of Magic?

This adventure is praving difficult all around Geat!

Hale from Barcame in Sussex, doesn't know what to do next, having rescued Twallower and bought a harse.

and bought a naise
And then, all course, there's
always the odd plea for
something realty off the
bealen track. Like that of M
Nesbit of Redhill, who can't
open the chest, nor use
magic in Firebird's
Runestone Wha can?

Ruinestone Who con? Most activatives these days are evallable for a trape of mochines. Occasionally, they way sightly from an emochine to another, othicust is a sightly from ane machine to another, othicusth it so, the solution is roughly the same Rowewer, it is not possible tor us to play every version at every game to check out the clues sent in by you, and those that we gloan outselves.

Thus we came unstuck recently, in giving advice on how to deal with the tramp in Spythek Adventure it seems that a bug in the C-64 versian, makes this problem mare difficult than it should be, if

not impossible

Phil Wight was puzzled
about the halp door message
in Rebet Planet Pauline
Garrett of Andover comes to
his rescue with this
explanation: The message
reliers to the live balls on an
archabove a lemple
doorwy. If you ignare the first

helpline hard last, you have 600 Strike

the middle, gives you 010". But David Irwin suggests the apposite He reckans Its means 101, the binary number 5. Well?

Ragnar Tomquist was desperately trying to lind Gramps, and this monih Uwe Recknage! comes to his reccue, with a clue for Tass Times. But Uwe can't get to kill Franklin Snari — con anyone help him give this arch-baddy his come-uppance?

Daddy his come-uppance?

Damen Selwood of

Blackpeol, is playing Return to lithaca, and is hying to avoid being cophured by the no live with the wax figurine.

Sounds like a problem that will soon mell away, once

C+VG adventurers put the

heat on III The Sydney Attair is cousing Ian Tustin of Northampton some heartache lan is usually guite content plodding through adventures but he just had to but pen to paper about this one Everytime he seems to be getting somewhere, it cames up with the initiating message 'Hey Bass Wake up' "Can you explain this?" asks lan. He has only one suspect. an R. Renord and Is disappointed that infoarome doesn't supply an address affering help to their

customers. Where is Mr Video other the meeting in the arcode? What is Crocker's gelignale for other than suicide? And have con you get rid at Italians below line get rid at You? All these questions are puzzling Jokob Sofia to Denmark, playing a very dodgy game of Dadry Genzers.

Wha can help Eddy James to stop the professor shaoting Lestle of the end at Redhawk?

Mike Thomas of Caerphilly is ploying Frankenstein. Everyfring about the game is great, he thinks, bor the response time, and the fact that he doesn't know what da you do in the blocked aff ice-crevice, with the vague

ADVENTURE

Thanks for the help with martin for William Hem, Aberdeen, Motthew Conway, Lamboum; Paultine Garrett, Andover, Uwe Rechnagel, Bochum, W Germany; Jakab Sioth, Ringktobing, Denmark, Eddy Jomes, Sundertand, Mike Thomas, Coesphilly and Marco Andreol. Turin

THE LUSKING MORROR.

A med is the key.
The Lustriute.
The poss the green man, dink to be be steen man, dink to be be the steen man, dink to be the steen man.

Alliode occess is a breating station with the self-copy occurrence of the self-copy occurrence occu

AKN AKE IN WEIGHOUSE — give RECHAWK:

PLO II to fine Cultrien celv length

Idbies coin is in the ruins of the cliddel — use AZAP code

shadow behind the wall?

Ovensi You kindly affered

only folled to print your

address, to make matters

worse, we have now lost lit

you five, Dove, and It your

offer is still apen, we will

Write and let us know where

Finally, help needed of a

different kingl Come in Dave

maps for Bard's Tale We not

KAYLETN: Spin odr by mokki-ray. The

clues

the portculler, the portculler, for the portculler, in the portculler for the franchischen fore place instilled the lemples fore place instilled the lemples fore proce instille the lemples for the process of the proc

Club? Cor, John, attice a light! Keep buying rounds in the cubs, until Soopy stoggers awd to adulder, to rate boo must stand on a stab and drap a adulder, to rate mine profession.

DODON dESTEES:

The post of the property of th

Secons a place, the policy ord, and then use the Souls of DARKON; full the crystal in the fountain. The the crystal in the Souls of DARKON; Secons a place, by Secons a place, Secons a p

INCY CURSE.

1133

repeal III Sefaro I go, here's octvance warning that is codvance warning that is codvance warning that is a coducted with grown of the PCW of Olympia I has shown uns from 23rd to 27th Sepfember (first Iwo days trade and Press only). More details in the next issue?

ADVENTURE round-up

The Three Musketeers

- SUPPLIER: COMPUTER
- NOVELS MACHINES: COMMODORE
- 64/128. CASSETTE
- DEVIEWED KEITH QUICK-QUIDS PATING: 4

Not so much an adventure as a multiple chaice novel, the stary concerns your mission to deliver a letter to England that will prevent the Queen tram being discredited by Cardinal Richelleu for giving the Duke of Buckingham same diamonds

Text narrative alternates between chalces and action. These are in most coses displayed sequentially, and selected by pressing RETURN. in some cases, the range is

Inferno

- MACHINES: REC DISK
- SOFTWARE
- PRICE \$14.95 Inc PAP- MAIL ORGER FROM: 37 JEUNE DROPE PROMES
- DEVIEWED- JOHN 'LOON'
- QUICK-GUIDE BATING- 8

Go to hell say Vanadis Softwarel Yau've been dumped in Dante's Inferna, and must get out. Danle's map of Hell Is provided, but the scientist who dumped you there says

It's out of date (I didn't know Hell had been redestaned? Two flippable 40-track disks sounds like a lot al adventure, unfil you discove that it's been written with GAC, and It's split into four

parls. That means you gel pictures (yoay!) but also that the games are smaller ATTRIBUTE PRODUCE.



limited to a choice of two acilons, and those presented are rather contrived For example, when charged with your mission, do you rush off by jumping out of the window. or hurry through the door? Very liffle gameplay is somewhat offset by same

effective grophics. In most cases digitised from photos. There is a terrible dirae that accompanies the whole game, but this can easily be turned off, and probably will

It is not an orthodox adventure.

I never knew Hell was so colourfull Unlartunotely, there doesn't sem to be a way of killing them, despite the lact that GAC supports this Interno has quite long

almospheric descriptions (maximum 255 characlers) vocobulary is adequate, and a list is even provided it is a pity, lhough, that you con't SAY (answer) but have to AMSWER (answer) The text of the start of part one suffers badly from types; another bad point is that same commands simply have na

response whatsoever. And there is a bug in part two do not press COPY.

With a lew humorous moments, on the whole internals one of those SEPIOUS adventures.

risk over

- MACHINE: SPECTRUM 48K,
 - PRICE: \$2.95; MAIL ORDER FROM † GLANWORFYDD MOUSE BHOSAWWAH
 - AWWANFORD, SAIR I DR REVIEWER: MATTHEW QUICK-QUIDE RATING: 6

Walking down a quiet allevway, your eye colches the reliection of the moon on a broken mirror. On closer Inspection, a ghostly apparition is seen. which beckons you into another world.

it all starts off in a library and from bere you went into inta numerous Quilled tocations A two-part game. the first involves the retrieval of an orb, whilst in the second you confinue adventuring ground Elfinton

The problems entwined in the game are often guite hard, but not too difficult. The vocabulary is toirly standard and there is no real trouble in trying to lind the correct phrase required. Not exactly my cup of tea.

but a good problem solving evernise

Treasure Island

- SUBBLIEB, MASTERTRONIC MACHINES: COMMODORE
- 64/12R, CASSETTE PRICE: £1.99 REVIEWER: KETTH
- QUICK-GUIGE PATING- 2 I suppose this could be

called an adventure. since It Involves text input, but is very strange, and not very playoble. To start with play is in real fime Movement is by walking in a set direction

Vocabulary is tairly minimal, as are the text replies, and offen, enlering a direction such as NORTH, which I reckoned would turn me the right way belore WALKING, met with a "Which way's that?"

A TELESCOPE command puts a cross-half on the screen which can be almed at anything in view for a grophic magnification. Well anything that is in the same hartzonfol plane as the cross hairs, for they can only be moved left and right.

Pictures can be turned off, in which case it seems you are almost playing in the dark, for WALK brings na response at all

The Inlay expands, and has comprehenvisve instructions. but sadly that telescope is needed to read them!







reviews

- SUPPLIER: RAINBIRG/LEVEL I MACHINES: COMMODORE 64, ATARI 800, AMSTRAD CPC, AMSTRAD PCW/CPC, ATARI 8T and AMIGA
- ATARI ST and AMIGA

 PRICE: \$14.95 (cass disc)
 ST ANG AMIGA/\$19.99

 REVIEWER: KEITH

A band of arcs comered In the cellar of the Orcs Head Tovem, has challenged Sir Cecil to a Fight of Champions Under the rules of the contest. provided their own Champion remains behind to fight, the rest may leave. And tiee they do feaving you Grindleguts the most drunken of the bunch to the tender mercles of the joust Just to make sure you enter the solrit of the thing, and don't escape or fall att your sleed, they have tied you to

Meanwhile, with the Orca Head Tovern Ladles' Sowling Team in hot pursulf, the bond of orce demolish the bridge spanning the charm leading to Orca Head Tower Your job in Part One is to make a rope long enough to get across the charm — and that's a lot

of rope, believe me! Knight Orc is a single game in three parts, and the first part is really provided to help the player explore the way the new adventure system works. Parts I wa and I hree are the real guts of the adventure, in which you learn to use magled spells, recruit

lollawers, and escape. To be successful, you must act like an arc. So what are orcs really like? According to the manual they are pungent people of eivish stature, with the charisma of blow files and the appetite of ganners. They are particularly cowardly, too. In the game it supply you be purity to run like helf.

The are philosophy, in a nutshelt, dispusting is beautitut, runs throughout the game, and provides much of the humour. EAMINE VRIVX, for example, produces inloanation lind he is a trollish creature of great pungency,

ond those familiar with the habits of the Uruk-hal, pronounce the word by gathering a mass of phiegm and gobbing it as for as nossible!

possible! But back to the plot. The loud over, and given up for dead, you creat out of a caminatable pile of garbage, for go in search of anything that will join together to make an extended tope, Like the halvest on the flaggast, the halvest in the well—even the very sobe the heim! It weating and a bit of card supporting the Id of a cheer.

sedes of directional commands to get to g particular destination If you byne GO TO CASTLE then oil the replies you would have received in typing in each move separately, are displayed until either you reach the castle, or can go no further due to some obstruction Attemptively you con RUN TO CASTLE, and merely grilye there, or even ask someone else to go and carry out whatever chore you have in mind, whilst you get on with something else Mind you, that's not to say they will

co-operate, for some of from have a decidedly stubbom streakl in tact, Denzyl is the only controllable character in the first part

Not all versions have graphics but the bigger machines do.

In Part 2, things become very strange, for two parallel worlds exist — the ancient and the modern — both extremely similar yet intriouingly different

With the game comes a 36-page manual containing full instructions, and a novello, i can usually take or

KNIGHT ORC

The countryside is scattered with an amount of gold frequents and out of gold recurses—not of the objects of your attention in this game, except insofar as they may help to distract the local population who are thirsting for a drap at act's blood. There are plenty of them, bothlies Boadfeer, Odin, Muscleman The Equidibler, Kris and Desyl.

Movement is through normal direction commands but, unless you prefer to, there is no need to painstakingly make a map, or to issue a





leave a novella. So often they consist of so much contined divel to lend a degree of riedbiblity to the pame plot Ball the Sign of the Oct is readly amusting, and is a good read in its own right, it really is useful, too, but he game stant where the story ends, and so you teel you know many of the characters when you start playing.

playing
Here is an adventure that is
like nothing you've ever
played before
> VOCABULARY
> ATMESSMERE

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pass, But is he really a maintenance man? Come to squequing little creatures who

Before long you have

hell-bent on putting a size to what seems to be a lakeaver

modern honor movie, this is slightly queasy and decid-

Lout The Luthing Harror or the same level as Stationfair fiction to horror, purely as a matter of personal taste I

enthrolling II you are into horror, and into adventures





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ADVENTURE

"Did you read the mailbag pages (July) and Frank Gilbert's wonderful little letter?" asks Mike Thomas "Deary ma, he must be rather short sighted it he con't see that yours is THE adventure columni A curse on him far his nasty scribbinosi"

Yes. Mike, I naticed airight. But I didn't worry too much. The editor digs out letters like this every now and again as a pre-emptive move when he gets on instinctive feeling that I am about to ask for a

redsel The Adventure pages in C+VG are a forum for advanturers' vices, and aver the years a number of the more longwinded readers have become hausehald names to regular readers of the column. One such. renowned for his loony letters s John Yeates, a native of Jersey, and an avid tollower of Pimania In his time

John still writes, in tact he wrote a review a couple of months back, "But where did It ga?" many readers have asked, Having seen it mentioned in the Helpline, no one could lind the actual review, and were keen to see whal Jahn would come up with when out to the test Unfortunal ely, it didn't make ti Into the available space Because the game concerned was of a more minor appeal than the others that month, it was consigned to that great pile labelled 'avermatter' But don't warry - John will be back!

Another who has graced these pages is the ultra anonymous Farinadon Flend No - we REALLY don't know who he is! But his cutting comments are now being cunningly and constructively diverted away fram yours fruite

Ray Feamley at Heydon, recently wrote taking young Matthew to tosk over his toview of Savage Island Part I, Ray felt that Matthew finding it taa difficult ta get very tar, gave up tog soon and thus



A THE FIEND IS REVEALED!

gave an excellent game a bad rating SO I passed Ray's comments, along with a copy of the game, to the Fiend, and walled for the vitriof ta pour aut

One thing can be gathered from the Flend's analysis The game has lost a lat in conversion from the TR\$-80 to the Spectrum. It also seems to have

gained something — buasi Bugs at the sari that seem to have been created by sameone converting the original work without a sufficiently intimate knowledge of the subflefles of the plot

So compone has written a letter at complaint Hall The Flend LIKES letters at complaint. I should, as I write enough of them myselt. So if was with professional Interest that I read what Ray had to say about Matt's review of Savage Island Part I. Hmmmm. It appeared that he

So leading up old falthful The Fland set out to discover what all the tuss was about. And I would like to say right at the start that I tound the game so simple that II completed it within the litsl

appraisai

I would like to say this, but I can'i, as Il lan'i, and I didn't But us Flends are nathing it not stubbarn and tuming the full force of my magabrain in its direction. Leventually overcame, finally campleting the game with bandanna waying proudly in the breeze This bieeze was the residue of Hunicane Alexis so beloved of healt

So, lalithful Flend Lans, who was tight complainer at camplainee? The case for the prosecution has some mort, as the logical sequence of the problem is well thought out, and it Matt really hadn't fived the beer/ hurricane problem, then he wasn't averty for into the

game However. The Fiend has noticed that most at you humans are not blessed with the tengolity of a Flend, nor the braingawer for that matter, and I suspect that many a poor mortal would be reduced to a albbering franile heap by this game!

In my humble apinian (nat that I am ever humble) Matt gof It right! This may have been a biffo game in 1981, but It pales in comparison with. ah, but that would be telling. wouldn't it?

User Irlendly game this is nat! Time after time I tound myself inputting verbs with the first letter missing because the program decreed, for reasons best known to Itself, that I should press ENTER before continuing And as for the GET ALL commond, by all that is fiendish why does the stupid thing insist on trying to pick up narrow crevasses and dark openings particularly when each try moves the hurricone negrer? didn'i guite gazee with Mati's Had parts one and two

been packaged together at £7 95, then despite all that I have sald. I would have no reservations In recommending it as real value for money But as it stands, this is one for Scatt

Adams freaks and software historians.

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alling all space cadets! Here's YOUR chance to become C+VG's Master Blasterthanks to LJN Toys and Nexus. Wa've got a crateload of the amazing Photon laser games up for grabs — just like the well wicked gear worn by the spaced out C+VG reader on this page Laser gun games are all the rage this summer so if you want to be the most talked about

person in your street you won't want to miss out on this chance to win some of the hest phaser

gear around,

other laser gun outfits. The guns are interactive one) mase gan online, an egons are meracure— which means you aren't limited to firing at a simple target if you've gut a friend with another. Photon gan. That also means that you don't have to huy all the helmets and add-ons to play to huy all the helmest and addense to play— especially as we're GIVING away complete sets of gent' All that and the guns netually turn— themselves off—axing battery power—if you thing for about an ideal compression, and the thing for about an ideal compression. The thing Finst price without various 'set which includes two special Photon belienest, two Photon guns plus a whole bunch of necessaries essential for the complete engless of the product of the production of the complete engless of the production of the warrion' set—each consess with a red or groen helmet plus the Pleton gun and accessories.

helmet plus the Photon gun and accessories. What do you have to do to win one of these truly awesome prizes? Simple, Just look at the completely naked Photon helmet on this page and imagine just how YOU'D like it to be graffiti? Or why not try the ALJEN battered and

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would like to thank all the readers out there who wrote in and supported the page. It just people out there have other interests apart from pleying dey. In fact one person who combine both music and

computer games to great effect. The person in question likes to listen to Drokken at full volume whilst blowing aliens away in gemes like Effle end Slep Fight. He reckons that the performance and puts him him on edge. If you decide to try out the combination of sound

let me know the results I'll send a couple of albums to the people who have the funniest Right, we'll move onto the

nusic quiz in the July issue It came as no great surprise to me that 99 9% of the people who Winter in and answered the enswer and boy was it wrong!! The question I set was "Who is the bassist in Motorhead?" and the answer is of course Lemmy Kilminster Being a kind haarted soul I would have token Lemmy

Anyway the lucky winners of Hughes of Gwent, R Proctor of Brighton, Drane Fisher of Harwich, Herry Bleck of London

Well with that out of my system I'd better get on with of albums, which ell have at least one thing in common:

STATETROOPER/ UNDER ONE FLAG When Gery Bardan resigned his

position as vocalist in the Michael Shenker Group, ha Statetiopper is the result.

In Statatrooper he has gathered together a group of accomplished musicians who produce a very capable form of Heavy Metal M.D.R. rock. They have taken the ell tricks of the

Kerranal Yeah it's Wayne Baatleg, the thrash wizard, bringing you the latest and greatest metal releases. This issue we laak at a great new Indie band Fields at Nephilm and an essential new Thrash release. Play it land!

trada and put them on this album. The album has a trashness, with a clean sound the sound reminded me of early Dip but then the music would combination of sounds which they use to good effact. This is one of the rece bands which can carry off a beliad as well as a

When I reed that lead guitarist
Martin Bushell had left the IRRKS. I wondered where they that he left. However, when I lound out that Brian "Robbo" had taken his place I was very pleased. If anyone can full Bushell's shoes Robbo can, It is

Statetrooper is the bend's

to get started with. Tracks like "The Shape Of Trangs To Come" which kicks off the album and "She's Got the look" sets out the band's stall However, my tracks, which incidentally are both regorded live "Top Late" and a tremendous version of tha Michael Shenkei Group's

DEATH/ SCREAM BLOODY GORE

UNDER ONE FLAG This hand has been around the thresh metal scena for quits a had hot dinners, so I won't go into the different versions of the many line ups they have had in the past! However it will soffice put together a great trio, which Chris Riefert on stry



I don't know how they ere going to beat this with their next recording as they have set a vary high standard with this excellent, probably the best I've

An essential Thrash buy?

FIELDS OF NEPHILM/ DAWNRAZOR/ SITUATION TWO meke no applograes tor

reviewing en 'Indie' band which ower much more to Punk then rock in fact I have received a lot of mail asking me to review mous "elternative" and india material This is yet another debut album and like the others bend reviewed on this page, the

It is inevitable that cutics will compete this bend to the now defunct Sisters Of Marry Whilet it is true that they have the singers vocal sound slightly like the Sisters' old vocalist Andrew Eldirich, the band on have e more western flavour. This together with the use of pisces Elm Street" ea overdubs gives and horrific aspect. Also sound in their line up which greatly enhances their musical capacity. The bend will be probably be branded as "Goths" for their use of dry roe and black clothas in fect, I think they owe more to the style of

Mad Max then the Goths!! I reelly do like the sound that thay have come up with. It is



the same of the same became

Man and in the scary, hannting REANIMATE ME NOW!!

Beelly affective stuff When the Sisters split up I was loaking for a band to fill the vaid they left behind. Wayne formed the pap based Messon for my tastes, whilet Andrew Eldritch formed the unorthodox seem to release a record once a decade. Now The Fraids Of Nephilim are here and the void has now been filled

GEISHA/ PHANTASMAGORIA/ HEAVY METAL

WORLDWIDE Gaisha are a quartet of Danish alam rockers/shockers that try Whathchiled. They rely a lot on their looks, their "Magamayhemic phantasmai' staonshow They alsa lean reputation for being obsessed with tribal warefare and warnar

After listening to their album, it is easy to see why thay play a lot upon the aforementioned points. You see the music is little more then mondage pomp. ock Although they try, and try One point I did like though wes the length of the tracks. Gangland Sector 21 is a full seven minutes long and it is very I are nowedays that you hear a track as long as that In fact ell the tracks an side one are quite lengthy as it contains

only three numbers in all.

The band's leed singer, Yenz Cheyenne, stands our above al. with a neturel voice that would than they Glam Rock However of style and the over produced sound I think thay would need a complete change of musical

HOLY TERROR TERROR AND SUBMISSION/

UNDER ONE FLAG 10 Once egain, an elbum with a The band are a five piece

American autift, heiling from Los Angeles, Califarnia, When Agent Steel's gnitarist, Kurt Kilfalt, left the band he mmadately formed Holy Terror es he wanted ta progress in a new direction. Hamplisted velicus unknowns into the band as well Mike Avalord ex Stack

utarist With this album he has has taken the classic elements of Harry Metal and superbly has all the aggression and spend at Thrash, but the style and technique of Metal, The music is very, very good and

from the background music end they are as clear as a ball Karth Deen's lead vocels ara understand all the words. This blings me to the one weak point of the L.P. The lyrics are in the sema vain as Bathory (reviewed last issnel and are all about devil worship and the dammed far one would like to see a bit can produce vales in a different

Over all though this is a

This album is enabl pleasure to

WIN AN EAR BASHING!

is an album to the person who olves me the wiong enswer, but you can win a copy af one of the is in the "Worst possible taste See ye in two months and don't forget to ke ap

who is the lead singer of

Anthrax If that's too hard, there











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VEWS





A This is the first loak of what could be the most grand and impressive games to be released an the Alan ST so for It's called **Ancient Mariner** and it's from a relatively new name an the games scene, Systems Architect

Systems Architect are probably best known for producing

the Three Little Figs tdema using Mirrorsoft's Film Director.

Mariner will be a Inlagy. The lists part will probably be released towards the end of the year. You play the part of an impovenshed. Lift century seading whose lands have been test through gambling and bed busness dealt. To regain his former status in life he must trade — both legally and illegally—all over the world.

The game will combine fast arcade-achan with iconcontrolled elements. The screen shots include shows an except from the life or death sequence depicting on Ekzobethan harpoonst attacking the Kraken one of a hast of giant sen, creatives that areas to vivie www.men.

Other arcade sequences include battles in the Spanish main, skirmishes against contribals, raiding and boarding parties, hand to hand cambat (you'v computer).

Ancient Mariner is being programmed by ex-Ultimote ace Manuel Coballera, who claims AM is the first Atoir game to be written in machine code, and the graphics are in the hands of artists Mike Jary and Emma Hughes Ancient Mariner, which will also be aut on the Amiao.

Ancient Mariner, which will also be out on the Amiga will probably be released by Mirrorsoft

Meanwhile, Systems Architect also has another Alon gome in the affing, **Dimensian 45**, set on a light less, diseasenden earth where a mercenary must explaire London to find something known or his "Eden devire." will can be used to return the planet to civilisation it should be relieved early next



Academy CRL's smash space game, had made the transformation to the Atan ST, price £19.95

In it you play a trainee slammer pilat enralled in the top training school of the Galc arp Academy for Slammer Pilats You will learn to diesay your own space ship and participate in many classes — all so secret that they can only be revealed to goalife a slammer pilats.

On graduation from the Academy you will take the space she you have designed an 20 missions, encountering aliens and practising the top secret theory learnt at the Academy





▲ Chins in, chests out, chaps Shiffen your upper lips and get set to play **Dan Dare: Pilot of the Future** from Virgin Watch out for Mekons landing near you saon

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Thunderbirds ore Ga an the ST thanks to Atori artist Shaun Dovies of Barnsley! He created these neat pics from his fovaurite TV shaw using Mirrarsoft's Art Director, Meanwhile, a Campunet freak. Boz has set us a couple of his pics — The Wizard and good eld CRnt. Mr Eastwood olso featured an an Amstrad hipe fram Wayne Grover who from his fave mavie star in a scene from Heartbreak Ridge. Hugh Binns from Wolveringmpton flies high with is Airwolf art. Kari Homell, programmer of the budget blost Fungus; sent us this cute picture of the layer Melisso Rayenflame and says a bla hella ta C+ VO readers in his home country at Sweden, Remember — keep those screen gems coming: Send your discs — camplete with camptehensive loading instructions and o totally indestructible sticker or samething with your name, age and address on it - to Camputer ond Video Games, Frame-Up, Priory Court, 30-

















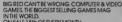




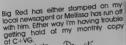
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The first thing I would like to do this month is thank all the people who wrote of applying for the reviewing positions that I offered to the July edition. There were hundreds

edition. There were hundred of letters which ranged from the sublime to the indiculous Someone even tired to bribe me!! I can assure you that I read every letter and the people who were selected will be notified booth.

I just regret that there are not enough games for everyone to playtest at the moment, but new games are being created daily so eventually everyone will get to

date and place of the next K. J. C. London pub meet has been announced. It will start at 11am on 3rd October at "The Horn Of Plenty" public house, which is 25 yards on the right of Mile End tube station (Central Line).

Once again a couple of bundred P.B Mers will spend the day chatting about K. J. C's four games, It's A Crime, Earthwood, Crassimoff's Worl and Capital. Kevin Cropper, K.) C's managing director.

will be attending and he will be bringing with him a couple of his GMs to answer all your

For those of you who have never been to a K. J. C. pubmeet, Fill give you a brief idea of what you've been missing. It is the chance for you to actually meet the other players in your game and discuss tactics whist you have a drunk. You get to meet loads of new people, pick up hints about the game, make alliamees, sort our your mysbeging and generally

This time the meet has been arranged so that we will not have to move (or in some people's case, chagger) out of the pub. The publican has very kindly agreed to apply for an extension and he will open throughout the afternoon. Hot and oold meak will be

All C+VG readers of the age of 16 and above are welcome if you have never played a P B M before, please feel free to attend as this is a golden opportunity for you to get myolved with a great hobby. Even if you do nlay P.B.M. but don't play any

of K.J.C 's games, you will learn a lot about P B.M. in general if you turn up Also, you do not have to live in London to attend There will be people from the length and breadth of the country.

This is a chance for the readers playing in the special C+VG version of his A Crime to come along and pick up a few game winning bints. A few people from C+VG, including myself, will be attending, so please come over and have a chat See you there!!

Moving on now to the long awaited Sloth Enterprise.
"Gameplan" competition results, it is apparent that the question I set in June edition confused a few people as it was slightly ambiguous. I asked "Who won the 1984.

Superbowl" and the answet to this could have been either the L A Raiders, the team who actually won the Superbowl in the year 1984 or the San Francisco 49'ers who won

Superbowl XfX at the climax of the 1984 season. To compensate for this I decided to account either partners and

below are the details of the ten winners. Math Walton of Sidepp, Kenn Pack of Higham Ferners, Samon Cotterfill of Stockson Trent. Stephen Dalson of Kinner, Wan Choong Ross of Braintree, Choong Ross (of Braintree, Dawd Haffner of Reddutch, Kenneth Banist, of Glasgow, Robert Gottabed of Harlow, Martin Owen of Chemaryon and Nicholas Care of Oxford. They should be receiving then

social units to applicate of the state of th





Sloth enterprises has informed me that they are the Gameplan rules reprinted. They have extended a unique, one-off limited period follows: If you write into me enclosing the logo at the top of the page asking for a copy of the "Gameplan" rulebook. VOR will be sent on ABSOLUTELY FREE !!

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technological development. Interested? Then send me a

GIZZA A JOB

Last month, Mitre Games however this month it is the turn of Anvil Games, who run

the rapidly expanding P.B.M. called Pappea They are because they realise that in a couple of months' time their came will be so by that they will not be able a cope on their own. They have asked amone out there has a wide experience of fantasy role playing, a wild imagination. good handwriting (that's me out') and a good sense of going for you. You should be 18 or over, have a couple of O Levels (including English) and Surrey The wages are not a king's ransom, but the job is fun and at the same time interesting Aliking for Rockabilly music (yeach?) will also be an advantage If

line and I will pass it on REVIEW

HEROPRESS I have made it my policy not to immediately reserve sames that get sent to me from companies the Nor my colleagues in the P B M. world have never heard of just in case they fold, leaving the C+VG readers, who have paid good money, high and

anybody out there thinks that

they suit the bill, drop me a

However once in a while a P.B.M. rulebook turns up that gives off good vibes about the game and the company that mins it HeroPress is one of

these games. For a start, it is very unusual. It is the only game of based around comic strip superheros. You play the part of a superperson that you your life either defending the weak human population from the superbaddies or trying to make the population your

all the comics you may have read, to some extent, because in this world if a member of the public say you flying to say "Look there is a super person flying up there: Aren't we safe" they are more likely to shout, "Hell's teeth!! There

is someone up there flying!!" The world of HeroPressis very, yery unusual and that

makes it extremely interesting It is not like any comic book world that I have read about and I have read over 10,000 comics. The trick to playing this P B M is to play yourself. The game is based around YOU being the supeperson

CREATING VOUR

CHARACTER The first thing you must do is create the NEW you. You should take an honest look at yourself and grade yourself between 0 and 100, in the following characteristics

how much damage you can take, how fit you are and what kind of trials you can survive

Ambity: This shows how well co-ordinated you are, how well you hit and dodge in

combat Might: This is a measure of your actual strength showing how much you can lift and how much damage you do m unarmed combat Populanty This measures

the amount of respect and recognition you get as a superhero from the members of the public. It can range from the public thinking them believing you are a thug

in a silly sout Movement: The measure of your ability to get from A to B in the shortest possible time. is open to abuse as you could put 100 in every statistic, but you would be cheating no one but yourself. This same has no winners and is only played for fun. Also I know that the G.M. has a very good and

superpeople who are perfect in WAYNE'S VERDICT

On the whole this looks a very, very good game. There is masses of background info. depth to give a real life feel to it and the presentation of the game as a FUN based P B M. appealed to me.

BARBARIAN AR











SPECTRUM ARE E1 25 truk er 5 ter 55 50 15 mack or pay it for \$18 TWOTEF Blocklesters Karate Kid II Lands of Havoc Major Metion Must Pres Probal Factory Super Dosductor Time Sandill Toxia Challenge Adventure Cons. Set Antic Fex eerso of the Reso 181 000 25 000 2 Preventile Harvens Grange Mil TWOTEF II Marble Madness Dat to Doe Classecone 64 TITLES SE such or any 3 for ETS State Rock Parational & Strekers Charlesian General Willow Pattern TMX Simulator Safiyoli Wosters Stanghai Honelard the Dack Bappolia, Brill Acro Jet Diet to Die Steftov The Pase Quelt of Thetwes Facry falls Adv Eastyten Cat Throats Designes Encharter Presiding Wibstam Dendy Act of Ace Ersmache Sterd Service Crasade in Europe F15 Strike Eagle Activate Jackmak Frightalier of the Year Promiting 2 Denety Pole Position Crisados in tumpo
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BARBARIAN COMPETITION



GAVIN JEFFERIES



GRAHAM CORKER



M. BAGSHAW



DAVID GRIFFITHS



MATT I YON

Fantary

It's horrible, it's disgusting and it's dangerous. Yes, it's C+VG's very own PBM Wizard Wayne — alias Tol-Harquin the Barbarian.

Wayne grabbed his trusty broad-sword and headed off to the Isle of Dread to find fame, fortune and mostly green monsters to play with.

Abont a year ago Peter Canort, who runs the Labryson, invited a actect group of C+PG people to explore the wonderful world of its Labryson Live Book Paying Society below the earth in Sign Society below the earth in Sign sponsally excursived cares. A good sponsally excursived cares. A good date, the Labryson the successful date, the Labryson the successful and become the largest and most successful the reliefsitying society to date.

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to date.

Always trying to keep one step shead, Peter decided that he would rent an island and run live ruleplaying on it in a senes of 24 hour adventure. It was to this place that I was invited to try my luck, a mysterious island in the middle of the Medway, near Gillimbane.

I arrived to find Pete unloading his van — a second hand anbulance — of all the fighting equipment and countries we would need for the day. Swords, covered in the inflamous Gaffa tape, shields and armour were in abundance. As Pete west through explaining the

character class to play Out of the four choices of Warrnor, Elementalist, Priest and Scoot, there was only one real choice—WARRIOR!!

So it was here on the pier that Tol-Harquis the Barbarian was

have rules to the others who had

never played before. L as a

veteran, was deciding what

So it was here on the paer that Tol-Harquan the Barbaraan was born. A broad sword and sandl shield were thrust in my bands and 1 stripped off to the wast, ready for action I leapt on the boat, the others were eagerly getting stuck

others were eagerly getting stude into the face and body paint. I mittilly declined, but when I gave it some thought, my farsonite barbarana. Stane from 2000 AD, always over paints. I got track in. One black strips carross the eyes and one across the most high my face, then it was not the body. I decode that I was'll member of the black inglate those, or to mentately sprayed them black.

After a short ratie we musted of the contraction of the strips of the most of the strips of the most of the strips.

The has bed moment attack yet again leaving Tal-Harquin as again has neath res with he award.

the boat, and we were told that the reason we were here was because our "loving" Emperar had written to us saying that a fallen angel of evel was on the island doing all kinds of nextly bevaness and, most importantly, not paying his rent. We were to sort him out or we would be sorted out by the tuwn executioner. So our party of seven the party of seven

the demon out.

Our first problem was to get
a into the fortress which was
magically sealed by a spiritual key

and sheld clashing and the screams of battle filted the ar. In the end our stall and strength of numbers fimished them off. But at a price! Many of our party had a serious wounds and if we dzin't get help soon, this would be a short adventure!

We searched the island and ran into a few more encounters, which we managed to somehow win, before we found a man teel to a pole in the sea, being slowly drowned. We folled off his captors and rescued him but one of our



▲ Tol-Harquin the Borbanon indulges in a little pre-adventure spanning

to search the island. We had been searching for no longer than ten minutes when a skull faced undget, weilding a sword in each hand, popped up through the long grass

and started sevenning share at its. We discovered be wan only to change a mape; spiff that forced him tell in his edit in the control of each of the coverage for our wish archer. However, when we get to within so feet of him feet of his received for each of the control of the

confused, but he did manage through magical means to cure most of our wounds with special herbs

We also brimped into a palladin who was unfortunately being attacked by some nasty green orcs. We didn't manage to save him, but I reheved him of a nice saver sword.

that he could no longer use
However, we still couldn't get
through the spiritual door?
Suddenly, one of our prests told us
he had found a scroll hidden in a
small shrine with which be could it
do an expression. He was reading it
over the man he rescued, when we
were attacked once more. This
time it was Trulls, who we could
time it was Trulls, who we could

not kill, so we burnt them? By this time the man we

rescued had recovered his memory We found out that the spiritual key was in this man's body. So he approached the door and east a spell and the door magacally creaked ones

We waded through the ankle deep mud and water only to be confronted by a circular passageway off of which led numerous dark tunnels. It was about this time the explosions went off and the smoke began to fill the air This time we were fighting



A Sir Hugh the Archer.

about six humans and there was also a man dressed in a magacian's garb. We battled bravely on, being chased and chasing around and around the circular passage way. It came as no surprise when the guy in the magician's garb started casting spells at us shattering our weapons and shields. This battle lasted about 30 minutes and we were really badly wounded. We then were lucky enough to find some potions and scrolls which went some way to healing our

unionide. We then found another magneal door and to this day I do not know how we managed to open it. However, we got through to the

ratch black, muddy, wet, smelly corridor, which was only beg enough for single file. We slowly wandered down it and entered a

small, smoke filled room It was full of caudles and looked like an altar room. There were some salver plates on the floor and the greedy ones amongst us dived for them. Too late!! They were transperd and loud explosions rocketed through air Thei four men appeared as well as a demon which had red flashing eyes, horns and a manical laugh it told us to leave or the. That was it?! The weapons came out and there was absolute chaos. Once again our priest came to our aid. He read a

zombie servant on himself, and killed him. We then moved out of the passage way into the bright light. only to be confronted by a group of Zombies These caught us off our guard and battle weary and battle weary another one of our party but

the dust, never to rise again Then we bumped into him! The main man. The fallen angel. He was confident, he was arrogant, he was hard!! We first had to over come has Zombie servants and he east all kinds of spells at us that

naralysed us, blanded us and made - wherever it rose. We would return us run away in fear Eventually I bim outsafe the fortress into the the sword. Our priests exorcised

has body and we gathered up our treasure. Then it was back to the boat and off to the mainland. We all vowed to average our lost comrades and agreed to fight evil ▼ What adventure would it

realised that my silver sward hort him real bad, so after I lent it to a friend, who was stronger than me and out stuck in myself, we chased open and slew han by the power of

If you'd like to try your

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B

h

6

hand at an adventure on the Isle of Dread you should write to Pete Garner, The Labyrinthe Club, 77 Hinton Road. Herne Hill, London, SE24. The 24 hour adventure costs £35, the 12 hours costs £19 and nine hour

adventure £15. without a pair of mad monks.



After a hard day's fighting even the monsters look like they could do with a pint







Clare Edgeley We o're o'r Soige's version of Ronnie Raygun's newest toy. SDI. Can you defend treadom and democracy?

► SDI novodeq prijent.

Shotune Defence initiative a the latest biggie from Sego, housed in a huge uprofit oblinet complete, with rows of fleshing lights plang

The goven is divided into two behaves — Offernive Half and behaves — Half and behaves half and legal and l

gaining military suprimmacy in space.
That means blasting away at all stremy missiles, solulives, racients, lloating space sint one and a heat of other space sint, while cholesies.

Reading space siterious and of year of other poor, and, while bedgeter the least fall bedgeter the least fall bedgeter the least fall behavior of the least

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to be a collision. Power collision. Power copulate can be glicked up, and fisce these life greatly by marching his member of year processing his member of year special control of the member of year special control of the member of year short a speed. When going fair or power copulate which is allowed to the bottom of a scientific, make up of a fire part of the control of the con

After a time, a shuffle files onto the schem, scoops up the cruft and year-score is drawn up on a grid-lia show how-wall you've coped. The united you one judged on Include the numbers of enemy missiles.

sonoged to deskroy.

And then if is onto the defensive of which, to not the defensive of which, to not and, is much applar. This time o longs section of it is both till it his screan one you've onto beat the ensury minister as:

ary room towards that it is not not not to the time.

the Earth fills the screen and yea/ve got to blast the enemy missins as largy zoon lowards their destination. Head-on they look like deadly arrow beads, and if you can get their before they enter the

recognitive your job is most more tech scrifer. On antering the TOP

almosphere, they start to burn red' while speading up and when there in four or the burnched loggither, you not yield it impossible to deathry there is leit are they reach legal. As a great straight of almosphere is a straight of a straight

on the enter dates in.
The defensive stage can be quite healing but so I reserve as exciting on the affective hold. Once again, a whattle zoons in to pick yee, up and this time the soons hourd includes a

Mbo w



The sound is minimal and though thickers disintegrate with a satisfying Bosent, asher labs and prices facile out to desepositingly aller! feathfor. 5D! It addictive as a guart way and great fan la play, superailly when young feathfor plays a superail or purpose of your hand they do.

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not an intending privated states but an entirety, bening old swort which one be used to about the swort which one be used to about or anything coming within swipting noting. You'll have to be quick on your test though, but charge few both sades with clamming frequence and the cast send to dring down or you get when you're buy with secretaring else. And of course, the secretaring else. And of course, the





DRAGON SPLIT









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BEST ARCADE
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My choice for best arcade is
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BEAT THE BEST

The search is holling up for the best cain-op player around. High scores are flooding in to the C+VG offices and around oddicts are doing their rust in an effort to beat the best. So send in your high scores NOW!

And that's not all, thanks to Euromax, who is sending out the High Scares Chort to many arcades reund the country, you will be participating in a huge nationwide contest to find the ultimate champions.

Unimote crampions.

If you would like your favourite arcade to get in on the action, get the owner to write to: C+VG's Holl of Fome, Euromox, Bessingby Industriol Estate, Bridlington, North Humberside Y1 6 351.

UK COIN-OP HIGH SCORES HALL OF FAME

Green Reret Street Fighter **Ikarl Warriors** Gun Smake Bubble Babble Gauntlet II Quartet Yie Ar Kung Fu Out Run Slap Fight Indiana Jones King Of Boxer Hyper Olympics Spellbunker Biock Jackal Victory Road Rampage Battle Lane Endura Racer XX Mission

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Haley's Comet Legendary Soldiers SkyKid Pinball Actian Soldier at Light Psycho Soldier Psychic 5

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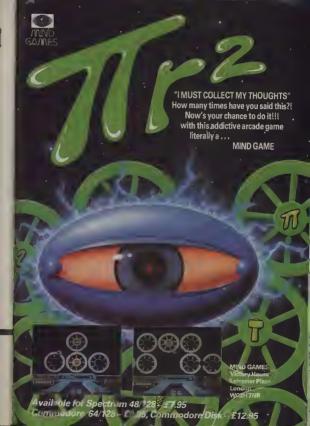
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3. BUBBLE BOBBLE TAITO
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7. ARKANOID TAITO
8. TERRA CRESTA NICHIBUTSU

B. TERRA CRESTA
9. EXPRESS RAIDERS
10. GHOSTS 'N' GOBLINS

 The Top Ten chart is compiled by Euromax and shows the most popular games notionwide





IMAGINE





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ceet Scene....



Bub and Bab, two under-weight Brantasuccessful out in the Toda com-on Bubble Babble. The Scoots brothers are

Meanies include Blubba, Benzo and

when the evil Bazon Van Blubba bits the

other exciting adventures to play gut.

The ball conversion work done for Firebird by Software Creations, bears



Imagine the peace and serenity of the jungle. The burnished red of the setting sun, zebros, tigers, and lions grazing htonic yell of Jack the Nipper as he glides to earth on his nappy parachute in his new game Cacanut Caper He where over Africa. Now he's got to spanking - and the natives who aren't

're plenty of noughty tasks for him to perform, as usual. He can get like a regular teeny Tarzan, swing on vine Cammadore cassettes will sell at £9.95.



self to be spellbound by the sequel antitled Enlightenment (Druid 11). Created by Dene Carter, Andrew Balley with music by David Hanlan, speech by Siman Pick and killer landing screen by Paul the Firebird label next month, initially

wild trees and deadly mushrooms in the

for our players guide next issue

The game cames with a comprehen motch the spells you need to collect The Galem is back from the angina

Drud, but our hero can also call an other elementals to help him wipe out Megoaty, that 2000AD masochists' health farm, is a popular place first firenshe incenses a rather unsuccessful Rogue Traoper then Melbaume Mouse tokes an Judge Dredd another limited success — and now Pirhana is back at it with Judge Death.

This latest arcade thriller pith the beautiful but deadly, Judge Anderson against the dreaded Dark Judges. They've came from another dimension to week persented values and death on all living beings, Judge Death is their leader, a murmie of a manter with a claw that nps out human entruis. Only Anderson's Storag laser and psychic powers will save the Univarie— and the game buying public.

The game, due out in September on Amstrod, Commadore and Spectrum games machines will cart 58.99



Heyl We're the **Jet Boys** and we're going to blow you away! This is a sneek preview of a new game set to appear on the **CRL** tabel from a brand new progremming team called **Solid Air**. It's a two player game — each player contrais a heavily ormed Jet Bay through a hanzontally scrolling alien landscope blasting aliens. At the end of each level you have to wippe out a BIG other like the ane in screen shat Jet Bays, should be out an all formats at 28.95 on cossette.





Prof Humphrey Bogus, revenue at the Daptil Healey and leader of the barr fire sometime Present has posited by the barr fire received in Present has posited by the barry fire received to the second of state, and were out fire family to the barry barry fire from the same day on the same to be deep with such modern the same second of the family fire fire from the same second of the same second



If you boldly ga aut to your software shop sametime saan you'il discover Discovery, a huge space style game from CRL. It's Otak meets Death or



Glary — a space shoot em-up combined with 12 different sub-games created by Saftware throsian, the team who brought you Plasmatron.

Death Wish iii will be out on the streets soon and it's looking mean Grentin give you the chonce to become vigillante Paul Kersey, as played by rough tough Charles Bronson in the film

rough tough Charle Bronson in the film Floy out the wild juttee of your dreams, take out muggers, reputs and robbers on the streets New York, Your range of weepars is govoraleed to just you on the winning staff. There's your and a pump action shot gan You're with protected with a builder proof vest and can have a bloody good gare bath without warming too much about the

Hitting them may make your scare suffer but Gremlin has provided a learn of nurses to map up the black and stack





Street Scene



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have kept Super-Sprint top

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Computer + Video Games 33-32 Farringdon lane London cerrau

● I'm a long time reader of C+VG and I've seen many reviews about all different approximations of gaming, the poor

your review-packed pages,
One game which stands out
on its own and that is Soft Aid's
compilation tape for charity—
with proceeds from the game
going to the starving of the third

Many people bought this tape and so in turn saved many lives. In my area, pirates operate with any game for any machine, but I was glad to see that these pirates did not copy this charity tape — who said they didn't care?

This tape sparked off other compilations for other chantes but didn't get far. Nowadays all software companies are concerned with "are we at the top of the software charts yet?" or "how much is our new game earning?".

We game buyers pay enough as it is, just to see the software companies getting fatter on our hard-earned money. Why can't they help those less fortunate than themselves?

Most software companies produce two games every eight weeks or so. Why don't they give half or more of their income to different charities every three-four months?

If they did the then more propole would buy the topselling game but in turn help others too. Or does it lake another earthquake, bad crop, or chemical leak to make them realise that they can't just do then for a couple of month' till titings look better. Chaniles all over the world need money ALL year round because facts are help and they are Africa and third world countries.

Also, if the game did sell well, they would in time get some of the money they lost, back on other leading games. Russell Mills

Editor's reply: You'll be pleased to hear about BACKPAGE—the compilation being released to raise cash for the NSPCC. Buy it today. Details on our news page.

● I have come to the stage in life where I feel I need to upgrade my old Alan 800 to either an Alan ST or Amiga. I have seen the graphics on the ST and they are very impressive

Now to the point of this letter. I would like your horist opinion on which of these two machines is the best. The ST seems to be doing very well at the moment and was baunched at the perfect time and has got a lot of publicity including TV ads. The Amiga has had none of this. What do you reckon C+VC?

Jason Dowling Doblin

Editor's reply: Get an ST, They are cheap. There's tons of software and I like them. OK?

• i am speaking on behalf of

the millions of Amys freak out there in the big, wide world. As if it wasn't enough for 'renewer'. Chris Cain to say in his review of Sinbad, that he finished the game in five or six goes but to actually tell us the conclusion of the game — it has totally spoil the game for all off or the completely runed the game for a whole audience of Amys freak.

I am totally sure that a minority of them are going to buy this game and I am equally convinced that Mindscape are not really satisfied with this review Matthew Studies

Kent Editor's rooks N

Editor's reply: Ha! Given yourself away Matthew. II's obvious that your Dad, or a some member of your family, works for Mindscape. Chris will be visiting your home very soon to sort you out. Have the Oddun's ready.

 Azaaamrngagghhhh!!!! This makes me so mad! What!'m referring to is the organisation of last month's issue. When I hastily brought it home and turned to the contents. Aah!
 Page 87 Sentime! Players

Guide
So I fircked to 87, but, gasp,
NO Sentinel guide So I looked
for it and there it was on page
82' What's going on' Then'
went to page 108 — Arcade
Action But, where was it,
again, it was not there it was
on page 122. Then I turned to
the Bug Hunters — page 124
Yep, you've guessed it — they
weren't them based they

could be found on 126. To top it all you made mistakes on Tony T's Hot Cossip section you put captions under the wrong piccy. This is going too far Please stop this foolishness

and do not make future mistakes, otherwise you will have a mad axeman on your hands. On last thins, I loved the

brilliant articles on Metal Heroes — Fantasy Figures! Wenchin Ng London Editor's reply: I could give you a long and very boring reply

a long and very borning reply Wenchin, but this inn't Crash or Zzap — so just try adding the page numbers up, divide by five, sprinkle some Perrier over the contents page, hold it up in front of a street lamp and you'll discover the proper page numbers. Haven't you ever heard of security? Can't have just anyone reading C+VG, can we?

 Lam writing to get my views heard! I think that the music section in C+VG is a VERY good idea. It makes for a more varied mag.

All those who complain should try really istening to Rock and Heavy Metal which is real music, not just pressing a few buttons on the synthesisers like much of today's pop music is. Give it a go, you'll love it! There's nothing better than a but of AC/DC while allen

C+VG is easily the best computer mag on the market, especially now it has many other regular features like PBM, the Big Screen and Rock On. It all makes for a much more

It all makes for a much more yaned, entertaining and value for money mag. The posters are brilliant too! But I hope all these features will not in any way cut the

space for what the mag is produced for — computer and video games Chris Brooks Corriwali Editor's reply: See, I told you

Editor's reply: See, I told you games players liked Metal. Pass me the air guitar, I feel a solo coming on. Never fear—we'll never lose sight of our main purpose in life—to bring you the best in computer entertainment.

OK. First things first Covers. These used to be extremely good — take for instance the year book — Oallas and more recently The Pawn.
Now look at the more recent pictures — Barbarians Good grief, what rubbish. The Barbarian looks as if he is in the process of removing his full set of false teeth.

The Gulld of Theves cover was incredibly bad I've seen better artwork on the back of a conflakes packet. The Gunship wasn't too bad but Indiana Jones was not yery

good.

Poster now Most of which are rubbish. For example did you import a three-year-old from Japan to draw the embarrassingly bad Goholis

picture? Now to probably the worst poster ever designed by C+VG 'Yes! You guessed it, Mass Melissa Ravenflame Whal a naff picture. My nineyear old saler could do better. Bughunters is totally average and the storyline is avvill Sulf. C+VG does have its good bits.

like er ..um the Arcade section The Baibanans posters was

trashy Who wants a picture like that? Ben Rambow Ilminster

Editor's reply: t'il have you know that I modelled for the Rarbarian cover — and there's nothing wrong with having false teeth. Looking forward to seeing your nime year-old sister's artwork. Makes me wonder why you spend a quid on this magazine ever w month.

I wish to pick your brains Around Christmas time I bought two sames for the Spectrum Plus - it was a special double pack. In it was Undrum and Fireford After two weeks of non-stop playing I got a bull score and to my utter dismay, after I entered JAY in the Hall of Fame, I found that some letters (DFL or something) had mysteriously taken place in my score. Has anyone else had this problem? Jason E Mellor Cheshire

Editor's reply; Better than picking your nose, I guess. Are you sure your Iceyboard is on the right way round? Are your fingers on in the right order? Did you eat your vegetables? If this is the only problem you've got then you're laughing.

 I have enjoyed reading C+VG for several years and been pleased that it has gradually improved in spite of some of your juvenile letter

talways imagined that your targetted market was the 10 to 20 age group, but enjoy the contrast, even at 33

Your recent foray into music suprised me - a touch of EMI think. As music is a far more personal subject than computer games. I think it better left for the specialists such as Melody Maker Sounds, Record Mirror, etc. Your current reviews have been too narrow in choice of subject, apart from that, the majority of teenagers I know do. not like Thrash or Heavy Metal They seem to prefer the likes of Madonna or Whitney Houston.

If you must review music, at least let it be from volume selling ansites and not esolenic cult groups. As an alternative loin on music reviews, you could try delving into different types each month including an occasional forary into the top-selling albums rather than new melasses.

I would sooner read a review of a group's new abum than an album by a new group. My own tastes vary from cult types such as Pere Ubu, Chestian Death and Bela Bondage to to mega-types such as Kate Bush, Kim Wilde and Starship At Beast you require a senous re-think regarding style and

content.
Pat on the back time for your
PBM section. The first and the
best. Also thanks for the free
poster of Maria Whittaker and
Barbanain and for the Imagine
Game Over artwork—how
about a poster of that?

Also, whatever happened to the delightful Melessa's sexist cardoon? It started very interestingly until she started covering up the Aneka 'The Skull' Rice's jumpsuits. I can tell they are from Aneka' cos they are baggy on the burn.

Einally, how about a strategy and smulations section? I would like to see a round-up of games currently available and which are worth buying. As an ex-Amtix reader it was one of their best sections.

Playing games on a computer does not mean you are a thicko — I'm in MENSA and I don't program or do anything serious — I'm far too d busy enjoying myself n

Derbyshire Editor's reply: Thirty-three eh? Almost as old as Paul, Shocking still having fun at that age. Should be a law against it. OK — we get the

shocologism moving the at had age. Should be a law against it. OK—we get the point about the music. Watch this space—again! Jerry's carloon is taking a break—but Melissa is still wearing the jumpsuits in Esso adverts. We've already got a strategy section—WAKE UP!

 After reading your brilliant comics article, I have decided to write to you about your magazine's change to not just a specialised computer and wideo games mag but to a more vaned one.

Some changes, in my view, are for the better. These include the comics and the role-playing sames.

some, however, are for the worse, these include the metal ministures and the rock music article/section. Comics and role-playing games have something to do with computers, but how rock music and the immistures can be of any interest to computer users. Please keen irrelevate.

features like these two OUT of

C+VC.
I have been collecting
comes for about five years
now and have enjoyed myself
greatly but with continued
criticism from family and
friends, but it was hard and
after a year's absence from the
comics scene, I returned with a
vergeance to find sheep

bulliance
How about printing some
posters of comic-book
characters? If you put LT Laww

in comic book form he would self like hot cakes. Syed Absar London

Editor's reply: Don't quite follow you, Syed. Role-players USE the miniatures for games — and programmers do their heads in with loud music white coding code for games you zap away at. Glad you like the other changes, though.

• I've been a reader of your magazine for about a year now and I've NEVER read anything better. Your reviews are great and I particularly like the system of putting rating for. different formats in the same

One thing I'd like to know, it possible to buy C+VG teeshirts/sweat shirts/ And I'not, why not? Another Ihing, I am, at the moment considering three possible futures for my

interest in computing
They are — keep my C64
and build it up into a complete
system. Sell my 64 and buy an
Amiga A500 or buy the Amiga
and keep my C64 and tape
deck without investing in disk
drives, etc.

I know that the C64 is popular with loads of software and that the Amiga doesn't have anywhere near this amount, but it is a great computer.

Lan only afford to go for one option, so could you offer me some advice. By the way, does the ASO0 need a monitor or will it run off my TV? Richard Monks South Humbersole

Editor's reply: If you want an Amiga you're going to have to buy the peripherals — there's a big word — anyway, 64 stuff in 1 compatible. And yes, you'll need a monitor. Commodore in their wisdom haven't made the A500 with a built in modulator, Daff, if you

● The last time you did the video section, all you reviewed were kiddies' films. We want to see some good sickos! Love the mag G Ross London

ask me

Editor's reply: Sickos?? You mean like Craig's home movie of Garry Williams in the bath. Talk about Moby Dick.

 As C+VG is available in the remote town of Kharnis Mushayt, Saudi Arabia, since last April, I have been a regular reader of your beautiful, informative and colourful

One thing, though, why don't you omit the comic pages and devote those pages for info. On Atan \$7 and Armgas as readers know very little about these machines. I want to produce

commercial tilles for small stores and establishments, so I decided to buy a computer with bigger memory. I am Continued of page 14

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| March | Marc

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tinued from page 141

considering a C128, Amiga or ST. Can you help me? Whatis the difference between the Atari 520 ST and 520 STFM are they compatible? Khalid Sohail Sauch Arabia

Editor's reply: Now here's the sort of reader I like to got letters from! Polite, and to the point. The Atari STFM can be plugged directly into a TV. The ST needs a monitor. Buy an ST or an Amiga - both will serve you well. But it really depends on how much cash you want to spend. Check out our next issue for the special Atari/ Amiga supplement.

 I am hopping mad fuming, in fact Software companies do all these lovely adverts for their up-andcoming games and get all your readers really keyed-up waiting

for the release date We all rush out and buy their games and that's that as far as the companies are concerned.

They don't want to know us until the next game release. But, what about us -- we have the game and find it nigh on impossible to finish certain levels or to find magic potions.

Sp. of course, what do we do - we phone the company concerned and what do we get sorry, we can't help you, we don't have hint sheets, or even better, we don't give away hints. So there we are, left teaning our hair out trying every conceivable way possible to complete the level

Don't they realise that after sales is just as important as all the lead-up to the release

I'm not asking them to give away the complete formula to the game, but surely if someone can't even get out of level one there is no harm

telling them how to do it and set on and enjoy the rest of the game. Do any other readers think this is a valid argument. Cameron Watts Dumbarton

Editor's reply: You're not talking about System 3's Last Ninja, are you? Sounds like you need a good seeing to by Melissa Ravenflame and Ideas Central. And it costs you less than a phone call! Seriously, C+VG prints solutions to many different games each issue - so BUY IT MORE OFTEN! And help keep me in the style I've become

accustomed to. The cardboard box is quite comfortable thank you... In reply to M Wilson's letter there is one Enterprise User

Group. He can contact them at this address: IEUG, PO Box 13, Crowborough, E Sussex TN6 1QX Make sure you enclose a SAE when you write There is also an IEUG hotline available from 7pm to 10pm The number is 08926 3890

If anyone wants to help with their enterprise or wants a pen pal then wirte to me, c/o C+VG. John Foster

Sheffield.

Editor's reply: So now you can all boldly go where no computer owners have gone before . . .

 I am a loval fan of the magnificant composer, Jean Michel farre. I have all his existing records and consider myself quite an expert on his wonderful music But isn't it amazing how

many of his pieces occur in computer games? I own a C64 and with my large selection of sames I have sussed out four examples: Bomb jack -

Equinox parts five and six. Yae At Kung Fu - Magnetic Fields part IV and finally Rob Hubbard's Thalamus-loading music which was one of the

demo's free from Zzan I do hope they get permission first before putting them into games 'cos I'll grass 'em up . . I will yer know. It

somehow seems to be such a mock-up of his music. Lam only protecting the rights of my that you have got it together idal. I wonder how many more preces of his music are in computer games - do you know? Dalian

Dorchester

Editor's reply: Don't know Dallien, bot I guess IMI is just one of many composers to be treated in this way. Me, I'm looking forward to his spectacular in London's Docklands later this year. See

you there?

 Wayne's outdated, OK, if you want a "music" section in is the 80s and not the 70s. I think it is rediculous to review only hard rock, heavy metal, speed metal and other metals? I completely agree with

Stuart Gorland, If you want to review hard music, how about else Send these people one punk. Don't say that there is no crate of Terry Wogan more punk, 'cos if punk is dead, then hard rock lies 13 billion years away, Just look at The Conflict. The Exploited. GBH and many others -- pr won't you dare to review it because there's lots of *@*@ and 16 * in rt?

If you want something new come overto Belgium, it's the world's centre for New Wave. If you're too lazy to come over many black and white just open your eyes upthere's loads of good, unknown groups in England, se Birmingham

Magnetic Fields Part II; Loco- Alien Sex Fiend, Sisters of Mercy. The Dead Kennedys. etc. I think you should review records of unknown new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year - namely, March, April and May. They were so weak. But, I am glad to report

I loved the advert for Game Over - could you do that into a Rigantic poster? I would also love a poster of Hewson's Zynapes. Wim de Cent Selgrum

 Nevermind with the Dit. C+VG crap listen up! You need a swift kick In the pants to get your brain working. There're a few things about your mag that I don't

1. Your competitions seem your mag please remember this to be set for Artists, what about us other readers who can't

> 2. Your letter pages are full of it! Yes, full of people moaning about pointed anatomy and God knows what underwear this should quickly

dispatch them. 3 Bust how many people out there don't know how to write complex programes (me included)? Everyone can write game scenarios, Isn't it about time you showed us how arcade games are made? 4. Don't you ever read what you print? And there are too

Spectrum 0.1k photographs, Anon

- Lam looking for new friends to write to, to talk about my C64. Lalso have a 1541 disk drive, printer and modern. I have had my computer for two years and Lust love it! So, please write to me
- Gerry Charron PO Roy 9084 Main Terminal Ottawa Ontano K16 3TB

Canada

- Lam a 17-year-old Spanish C64 owner, who would like to swap pokes. hints, etc., with owners anywhere in the world. Jordi Verges Molins de Rei noû3 Sob 1a 08750 Barcelona Spain
- Hiva, my name is Kin On. 'Chetto' Li Lam a Chinese walkin' talkin' readin' listenin' adventurin' wacko nerson. Anyone want an innocent 10-year-old pennal like me to write to? Are there any Amstrad CPC 464 cool dudes out there to swap news, etc?. Then write to me c/o C+VG Kin On 'Chetto' Hi Cheshire
 - Lam a 15-year-old Finnish boy and I have MSX-micro and cassette unit. I would like to swap ideas, hints, etc. I am looking for male/female pen nals from abroad. All letters will be answered. Taíslo Repp Lehtola 74640 Sulkavanjry Finland

- If anyone is interested, I | Hunting are welcome am a 14-year-old boy stationed in Malaysia where a very good range of software for all computers is available for very good ntices I nwn a C64 and would like anyone interested in the above or maybe just to chat to drop me a line. Nathon Gunn Desa Ukay Heights Condo-ants B-nn 2 falan Teherau
- Lam the owner of a BBC Master compact and would like to get in touch with any male or female from Britain. I am 15 years old and a student at the English School in Nicosia. Dunns Stravolides 8 Phorbas Stroot Strovolos Nicosia 154 Cyprus

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Malaysia

- My name is Mark Tam. 13 and own a C64 and 1530 datassette unit. I would like pen pals all over the world. I would like to swap hints, tips and pokes Mark Murnby 9 Woodvale Co. Limenck
 - Hello there! I am a very lonely, male C64 owner and would like a male or female pen pal (preferably the latter). You don't have to own a computer, just write whether you want to swap hints or tips or just to chal I don't mind.

Any members of The

- Criminals or Exterminators. and before you ask, yes. I am a member. I'll renly to everyone. I C Genius
- Lam an American C64 owner who is stuck with only a datacassette and printer. I would love to here from anybody, from any country, wanting an American pen pal Paul Smith 526 Township St Sedro-Woolley WA 98284
- This is the voice of someone who has just bought an Amiga 500. Yes. it is a fantastic machine! But. I need a pen pal. I really like good graphic adventures like the Pawn. Do Vos Christophe Oeverstraat 11 1900 Lokeren Relaium
- Lam a J4-year-old Atan 520STFM/Speccy pwner who desperately wants a Botish - preferably in the South Easl - male/female pen pal of roughly the same age, I am a devoted computer freak. Paul Meech
 - Lam looking for a penfriend between the ages of 13 and 15 and who will be able to inform me of upcoming games that are being converted from the arcades to the computer, I am not bothered where they come from but I would Nonvay

- like to know their hobbies and interests Gregory Winfield 67 May Street Altona North, 3025 Victoria Australia
- · Fancy a pen pal who is: crazily keen on home computers, a CPC 6128 Amstrad owner with a cassette player, interested to set in louch with other Amstrad owners 17 years old and a really nice lad? If you do, then don't waste any time! Send a letter to. Harry Tsangarides 2 Phedras St Acropolis Nicosia Cyprus
- I have been studying English and German at the Institute of Foreign Language in Prague, My name is Iiri Suchy and I would like to have a pen-pal from England, Scotland or Ireland. 1 am 37-years-old and work as a translator. My hobbies are tourism and hiking. bri Suchy Proha 10 Prinotoczi 27 101 001 Czechoslovakia
- I am a 16-year-old Amiga user who would like to get in touch with male or female Amiga users. I am interested in swaping ideas, tips, information and, of course, letters I run Amiga Users Group, Norway, so I can get lots of tips and info. Owind Crimstad N 6674 Kvisvik



A TEST OF VALOUE TO CHARLES IN THE MOST OUTSTAND WAS ACADE SPACE FROM A CADE



Driven from your house guidary your one or it is no your cuttle and weeklering your houser feet in declaring the insiding tem. Internet your people, Amouth the from supplication of your properties of the properties of the properties for the foresteed you set out on a mission supplication of the properties of the p



184/128 £9.99 to £14.99 the Spectrum 48/128 £8.99



ne at the most painful aspects af ownling an Amiga right now is the extreme shartage af quality arcade games. OK, so there are a lew games fram Anco and Eidersoft but nathing to

staters of but nathing to set the warld an lire. But da nat despoir! There is help on the way. Really classy orcode games are being written in Germany for the Amiga. A hat (prepradyctian) little item that has orrived an my det is Garrisan.

Garrison is truly
as esame — there's a
ward I haven® used far
a while — It is a Gauntlet
derivotive and has
everything yau could
want fram an Amigo

When the game has loaded you are

t's reolly stronge that just o few days after writing my last comment an TV producers and marketing people, I had a coll from Channel Four ta da a spat an their Network 7 is they

Network / show.

To be honest it did
little to change my view
that peaple in TV knaw
nothing about computers.

Ta a great extent they
still seem to toke the
view that camputers are
a fad, and are not here
to stay.

What was refreshing was that they were honest about their ignorance and were keen to da more on

presented with a chaice of five characters, Merlin the Wizard, Agar the Warrlar, Galwyn the Elf, Valeria the Volkyrle and Tharin the Dwarf. You choose your character and a into

the game.
The play areo takes up two-thirds af the streen, with the ather third to give you the

details af each character's score, health, keys/treasure/ potlons callected.

At the battam of the screen is a timer — not aperational in my copy — I would assume speed is the arder of the day.

As is the farm there are zillions of ghosts trying to nobble yau, and you lose health you can destray the ghosts by zapping them but give yourself room as they do tend to crawd

araund you!

Other teatures of the game include chunky hunks of chicken and swinish-looking hams to keep your health level up, drinking potions and amulets for special pawers and teleparts to get you into

carners of each level.
The play is smooth ond the action does not slaw dawn regordless af haw mony nastles are on screen!
I really am laaking forward to this little gembeing finished os the author promises a

I really am laaking forward to this little get being finished os the author promises a hundred levels, lais more enemies, saunds galare and even better graphics.



computers.
That set me thinking.
What we should do, I

What we should do, I mused, Is start a proper campaign for a PROPER TY camputer GAMES shaw — not just another BLUE PETER and Chips! What befter way to

start than to ask all the C+VG readers who'd like to see a praper show on TV, dealing with their fovourite subject, ta jain in a compaign ta persuade the controllers at the altwoves to let camputer games have a

regular slot. What we at C+VG wauld like is far you to coupan belaw, and get a friend to sign it as well.

Then we'll pass on your demand to the BBC, ITV and Chonnel 4. If they ignore the mossed ronks of C+VG readers then yau'll knaw that they don't care about the kidsl Remember if you

dan't, you won't get the TV you wont.

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Return this form to TV Campaign Camputer and Video Games, Priory Caurt, 30-32 Farringdon Lone, Landon ECIR 3AU.



